Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect
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License Mixing with apps, libcurl and Third Party Libraries

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

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

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

One common dilemma is that GPL[1]-licensed code is not allowed to be linked with code licensed under the Original BSD license (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you accompany your license with an exception[2]. This particular problem was
addressed when the Modified BSD license was created, which does not have the announcement clause that collides with GPL.

libcurl http://curl.haxx.se/docs/copyright.html

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

OpenSSL http://www.openssl.org/source/license.html

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS http://www.gnutls.org/

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl http://www.yassl.com/

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead.

NSS http://www.mozilla.org/projects/security/pki/nss/

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axTLS http://axtls.sourceforge.net/

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

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

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

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

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

**krb4**

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

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

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

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

(May be used for GSS support) Heimdal is Original BSD licensed with the announcement clause.

**GNU GSS** http://www.gnu.org/software/gss/

(May be used for GSS support) GNU GSS is GPL licensed. Note that you may not distribute binary curl packages that uses this if you build curl to also link and use any Original BSD licensed libraries!

**fbopenssl**

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

**libidn** http://josefsson.org/libidn/

(Used for IDNA support) Uses the GNU Lesser General Public License [3]. LGPL is a variation of GPL with slightly less aggressive "copyleft". This license requires more requirements to be met when distributing binaries, see the license for details. Also note that if you distribute a binary that includes this library, you must also include the full LGPL license text. Please properly point out what parts of the distributed package that the license addresses.

**OpenLDAP** http://www.openldap.org/software/release/license.html
(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

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

[2] = http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs details on how to write such an exception to the GPL

1.2 libsepol 2.5 10.el7

1.2.1 Available under license:

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Version 2.1, February 1999

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[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

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

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

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

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

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### 1.4 jersey-client 2.28

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1.5 httpcomponents-client 4.5.12

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1.8 kafka-oauth-keycloak-authorizer 0.5.0
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/*
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 */
/**
 * The method that makes the authorization decision.
 *
 * We assume authorize() is thread-safe in a sense that there will not be two concurrent threads
 * calling it at the same time for the same session.
 *
 * Should that not be the case, the side effect could be to make more calls to token endpoint than necessary.
 * Other than that it should not affect proper functioning of this authorizer.
 *
 * @param session Current session
 * @param operation Operation to authorize
 * @param resource Resource to authorize
 * @return true if permission is granted
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1080727733_1597680115.11/0/kafka-oauth-keycloak-authorizer-0-5-0-sources-jar/io/strimzi/kafka/oauth/server/authorizer/KeycloakRBACAuthorizer.java

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* /opt/ws_local/PERMITS_SQL/1080727733_1597680115.11/0/kafka-oauth-keycloak-authorizer-0-5-0-sources-jar/io/strimzi/kafka/oauth/server/authorizer/JwtKafkaPrincipal.java
* /opt/ws_local/PERMITS_SQL/1080727733_1597680115.11/0/kafka-oauth-keycloak-authorizer-0-5-0-sources-jar/io/strimzi/kafka/oauth/server/authorizer/AuthzConfig.java
1.9 swagger-core 2.1.2

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Manifest-Version: 1.0
Automatic-Module-Name: io.swagger.v3.core
Bnd-LastModified: 1585747900398
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core.v3.swagger-core
Bundle-Version: 2.1.2
Created-By: Apache Maven Bundle Plugin
rs,io.swagger.v3.oas.models.tags.org.apache.commons.lang3.tuple" implementation-version: 2.1.2
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-4.2.0.201903051501
url: https://github.com/swagger-api/swagger-core/modules/swagger-core

Found in path(s):
* /opt/cola/permits/1069435236_1608181328.2/0/swagger-core-2-1-2-jar/META-INF/MANIFEST.MF
1.10 hk2-api 2.5.0

1.11 scala 2.12.10

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\[ case (a, b) => ... ]
val x: ((Int, Int) => Int) = (((a, b)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\[ case (param1, param2) => ... ]
val y: ((Int, Int) => Int) = (((a, !!)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `\[ case (param1, ..., param3) => ... ]
val z: ((Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^  
three errors found
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1.12 activation-api 1.2.1

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1.13 free-type 2.8 14.el7

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1.15 kotlin 1.3.50

1.15.1 Available under license:

No license file was found, but licenses were detected in source scan.
((function (root, factory) {
    if (typeof define === 'function' && define.amd) {
        define('kotlin', ['exports'], factory);
    }
    else if (typeof exports === 'object') {
        factory(module.exports);
    }
    else {
        root.kotlin = {};
        factory(root.kotlin);
    }
})(this,
function (Kotlin) {
    var _ = Kotlin;

    insertContent();
}));

/*
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*/

Kotlin.isBooleanArray = function (a) {
    return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === "BooleanArray"
};

Kotlin.isByteArray = function (a) {
    return a instanceof Int8Array && a.$type$ !== "BooleanArray"
};

Kotlin.isShortArray = function (a) {
    return a instanceof Int16Array
};

Kotlin.isCharArray = function (a) {
    return a instanceof Uint16Array && a.$type$ === "CharArray"
};

Kotlin.isIntArray = function (a) {
    return a instanceof

Int32Array
};

Kotlin.isFloatArray = function (a) {
    return a instanceof Float32Array
};

Kotlin.isDoubleArray = function (a) {
    return a instanceof Float64Array
};

Kotlin.isArrayish = function (a) {
    return Array.isArray(a) || ArrayBuffer.isView(a)
};

Kotlin.arrayToString = function (a) {
    var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;
    return "[" + Array.prototype.map.call(a, function (e) { return toString(e); }).join(", ") + "]"
};

Kotlin.arrayDeepToString = function (arr) {
    return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);
};

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (!Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }
    for (var i = 0, n = a.length; i < n; i++) {
        if (!Kotlin.equals(a[i], b[i])) {
            return false;
        }
    }
    return true;
};

Kotlin.arrayDeepEquals = function (a, b) {
    return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);
};

Kotlin.arrayHashCode = function (arr) {
    var result = 1;
    for (var i = 0, n = arr.length; i < n; i++) {
        result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;
    }
    return result;
};

Kotlin.arrayDeepHashCode = function (arr) {
    return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);
};

Kotlin.primitiveArraySort = function (a) {
    a.sort(Kotlin.doubleCompareTo)
};

Kotlin.toShort = function (a) {
    return (a & 0xFFFF) << 16 >> 16;
};

Kotlin.toByte = function (a) {
    return (a & 0xFF) << 24 >> 24;
};

Kotlin.toChar = function (a) {
    return a & 0xFFFF;
};

Kotlin.numberToLong = function (a) {
    return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);
};

Kotlin.numberToInt = function (a) {
    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);
};

Kotlin.numberToShort = function (a) {
    return Kotlin.toShort(Kotlin.numberToInt(a));
};

Kotlin.numberToByte = function (a) {
    return Kotlin.toByte(Kotlin.numberToInt(a));
};

Kotlin.numberToDouble = function (a) {
    return +a;
};

Kotlin.toBoxedChar = function (a) {
    if (a == null) return a;
    if (a instanceof Kotlin.BoxedChar) return a;
    return new Kotlin.BoxedChar(a);
};

Kotlin.unboxChar = function (a) {
    if (a == null) return a;
    return Kotlin.toChar(a);
};
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```javascript
function Kotlin.equals(obj1, obj2) {
    if (obj1 == null) {
        return obj2 == null;
    }
    if (obj2 == null) {
        return false;
    }
    if (obj1 !== obj1) {
        return obj2 !== obj1;
    }
    if (typeof obj1 === "object" && typeof obj2 === "object") {
        return obj1.equals(obj2);
    }
    if (typeof obj1 === "number" && typeof obj2 === "number") {
        return obj1 === obj2;
    }
    return obj1 === obj2;
}

function Kotlin.hashCode(obj) {
    if (obj == null) {
        return 0;
    }
    var objType = typeof obj;
    if ("object" === objType) {
        return "function" === typeof obj.hashCode ? obj.hashCode() : getObjectHashCode(obj);
    }
    if ("function" === objType) {
        return getObjectHashCode(obj);
    }
    if ("number" === objType) {
        return Kotlin.numberHashCode(obj);
    }
    if ("boolean" === objType) {
        return Number(obj);
    }
    throw new Error("Unsupported type: 
```
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
}

Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0, 
      (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
}

Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var value = parseInt(str.substring(i, i + size), radix);
    if (size < 8) {
      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
      result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
    } else {
      result = result.multiply(radixToPower);
      result = result.add(Kotlin.Long.fromNumber(value));
    }
  }
  return result;
};

Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

Kotlin.Long.ONE = Kotlin.Long.fromInt(1);

Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);

Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);
@type {!Kotlin.Long} */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

/**
 * @type {!Kotlin.Long}
 * @private
 */
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);

/**
 * @return {number} The closest floating-point representation to this value.
 */
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +
       this.getLowBitsUnsigned();
};

/**
 * @return {number} The 32-bit hashCode of this value.
 */
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;}

/** @return {number} The value, assuming it is a 32-bit integer.
 */
Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};

/** @return {number} The closest floating-point representation to this value.
 */
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_24_ +
       this.getLowBitsUnsigned();
};

/**
 * @param {number} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before it can be negated, so we remove
      // the bottom-most digit in this base and then recurse to do the rest.
      var radixLong = Kotlin.Long.fromNumber(radix);
      var rem =
        this.high_ != 0 ? this.high_ : this.low_;

      for (var bit = 31; bit > 0; bit--) {
        if ((rem & (1 << bit)) != 0) {
          break;
        }
      }
      return this.toString(radix) + rem.toString(radix);
    } else {
      return '-' + this.negate().toString(radix);
    }
  }

  // Do several (6) digits each time through the loop, so as to
  // minimize the calls to the very expensive emulated div.
  var radixToPower =
    Kotlin.Long.fromNumber(Math.pow(radix, 6));

  var rem = this;
  var result = '';
  while (true) {
    var remDiv = rem.div(radixToPower);
    var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();
    var digits = intval.toString(radix);

    rem = remDiv;
    if (rem.isZero()) {
      return digits + result;
    } else {
      while (digits.length < 6) {
        digits = '0' + digits;
      }
      result = '' + digits + result;
    }
  }
};

/**
 * @return {number} The high 32-bits as a signed value.
 */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

/**
 * @return {number} The low 32-bits as a signed value.
 */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

/**
 * @return {number} The low 32-bits as an unsigned value.
 */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ :
    Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};

/**
 * @return {number} Returns the number of
 *     bits needed to represent the absolute
 *     value of this Long.
 */
Kotlin.Long.prototype.getNumBitsAbs =
  function() {
    if (this.isNegative()) {
      if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
        return 64;
      } else {
        return this.negate().getNumBitsAbs();
      }
    } else {
      var val = this.high_ != 0 ? this.high_ : this.low_;

      for (var bit = 31; bit > 0; bit--) {
        if ((val & (1 << bit)) != 0) {
          break;
        }
      }
      return this.high_ != 0 ? bit + 33 : bit + 1;
    }
  }

/**
 * @return {boolean} Whether this value is zero.
 */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/**
 * @return {boolean} Whether this value is negative.
 */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than the other.
 */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than or
 *     equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long equals the other
 */
Kotlin.Long.prototype.equalsLong = function(other) {
  return this.compare(other) == 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 */
Kotlin.Long.prototype.notEqualsLong = function(other) {
  return this.compare(other) != 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than than
 *     or equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - Kafka-Connect 154
**Kotlin.Long.prototype.greaterThanOrEqual = function(other) { return this.compare(other) >= 0; }

**Kotlin.Long.prototype.compare = function(other) { if (this.equalsLong(other)) { return 0; } var thisNeg = this.isNegative(); var otherNeg = other.isNegative(); if (thisNeg && !otherNeg) { return -1; } else { return 1; } }**

**Kotlin.Long.prototype.negate = function() { return this.not().add(Kotlin.Long.ONE); }

**Kotlin.Long.prototype.add = function(other) {
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  var c00 += a00 + b00;
  var c16 += a16 + b16;
  var c32 += a32 + b32;
  var c48 += a48 + b48;
  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
}**

**Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
}**

**Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  }
  // If both longs are small, use float multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_) && other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());
  }
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  var c00 += a00 + b00;
  var c16 += a16 + b16;
  var c32 += a32 + b32;
  var c48 += a48 + b48;
  return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32;
Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE == MIN_VALUE
} else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
} else if (other.equalsLong(Kotlin.Long.MAX_VALUE)) {
  return Kotlin.Long.ONE;
} else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
}

if (this.isNegative()) {
  if (other.isNegative()) {
    return this.negate().div(other.negate());
  } else {
    return this.negate().div(other).negate();
  }
} else if (other.isNegative()) {
  return this.div(other.negate()).negate();
}

// Repeat the following until the remainder is less than other: find a\n // floating-point that approximates remainder / other *from below*, add this\n // into the result, and subtract it from the remainder. It is critical that\n // the approximate value is less than or equal to the real value so that\n // remainder never becomes negative.\n var res = Kotlin.Long.ZERO;\n var rem = this;\n while (rem.greaterThanOrEqual(other)) {
  // Approximate the result of division. This may be a little greater or\n // smaller than the actual value.\n  var approx = Math.max(1, Math.floor(rem.toNumber()) /\n                     other.toNumber()));\n  // We will tweak the approximate result by changing it in the 48-th digit or\n  // the smallest non-fractional digit, whichever is larger.\n  var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n  var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);\n  // Decrease the approximation until it is smaller than the remainder.\n  Note:\n  // if that it is too large, the product overflows and is negative.\n  var approxRes = Kotlin.Long.fromNumber(approx);\n  var approxRem = approxRes.multiply(other);\n  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
    approx -= delta;
    approxRes = Kotlin.Long.fromNumber(approx);
    approxRem = approxRes.multiply(other);
  }
  // We know the answer can't be zero... and actually, zero would cause:\n  // infinite recursion since we would make no progress.\n  if (approxRes.isZero()) {
    approxRes = Kotlin.Long.ONE;
  }
  res = res.add(approxRes);
  rem = rem.subtract(approxRem);
}

return res;
function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_
    if (numBits < 32) {
      var low = this.low_
      return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)), high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount, with 0's
 * placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount, with
 *   0's placed into the new leading bits.
 */
Kotlin.Long.prototype.shi[...]

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

Kotlin.Long.prototype.compareTo_11rb$ =
  Kotlin.Long.prototype.compare;

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

Kotlin.Long.prototype.dec = function() {
  return this.subtract(Kotlin.Long.ONE);
};

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

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

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

Kotlin.Long.prototype.rangeTo = function (other) {
  return new Kotlin.kotlin.ranges.LongRange(this, other);
};
Math.max(len + relativeStart, 0) :
        Math.min(relativeStart, len);

      // Steps 9-10.
      var end =

      // Step 8.
      var k = relativeStart < 0 ?

      // Steps 3-5.
      var len = O.length >>> 0;

      // Steps 6-7.
      var start =

      // Steps 1-2.
      if (this == null) {
        throw new TypeError('this is null or not defined');
      }

US/docs/Web/JavaScript/Reference/Global_Objects/Array/fill#Polyfill
    Array.prototype.fill = function() {

        // Polyfill from https://developer.mozilla.org/en-

    ArrayBuffer.isView = function(a) {
        return a != null && a.__proto__ != null &&

    Math.log10 === "undefined") {
    Math.log10 = function(x) {
        return Math.log(x) * Math.LOG10E;
    }
}
if (typeof Math.atanh === "undefined") {
    Math.atanh = function(x) {
        if (Math.abs(x) < taylor_n_bound) {
            var result = x;
            if (Math.abs(x) > taylor_2_bound)
                result -= y3 / 12;
            }
            else if (x - 1 >= taylor_n_bound)
                result = Math.asinh(x);
        }
        else if (x - 1 == taylor_n_bound)
        {
            var y = Math.sqrt(x - 1);
            // approximation by laurent series in 1/x at 0+ order from 1 to 0
            return Math.log(x);
        }
        else if (x <= -taylor_n_bound)
        {
            var x2 = x * x;
            // approximation by laurent series in x at 0 to order 2
            return Math.log(x + Math.sqrt(x * x + 1));
        }
        else if (x < -taylor_n_bound)
        {
            return Math.log((1 + x) / (1 - x)) / 2;
        }
        else if (x < 1)
        {
            return NaN;
        }
        else if (x > upper_taylor_2_bound)
        {
            if (x > upper_taylor_n_bound)
                result = Math.asinh(x);
            }
            else if (x <= -taylor_n_bound)
                result += y3 / 3;
            }
            else if (x - 1 >= taylor_n_bound)
            {
                if (x > upper_taylor_2_bound)
                {
                    result += y3 / 3;
                }
                else
                    {...

annotations
isInheritanceFromInterface(superConstructor, iface);

```java
/**
 * @param {*} object
 * @param {Function|Object} klass
 * @returns {Boolean}
 */
Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "function":
                return true;
            default:
                return object instanceof Object;
        }
    }
    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }
    if (typeof klass === "function" && object instanceof klass) {
        return true;
    }
    var metadata = constructor.$metadata$;
    if (metadata.kind === Kotlin.Kind.OBJECT) {
        return false;
    }
    if (klassMetadata == null) {
        return object instanceof klass;
    }
    if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {
        return isInheritanceFromInterface(object.constructor, klass);
    }
    return false;
};
```

```java
Kotlin.isComparable = function (value) {
    var type = typeof value;
    return type === "string" ||
           type === "boolean" ||
           Kotlin.isChar(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};
```

```java
Kotlin.isCharSequence = function (value) {
    return typeof value === "string" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};
```

```java
Kotlin.kotlin.Comparable;

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(): T {
    return get(0)
}
```

### Notes
- The code provided is a part of the Kotlin standard library, specifically the `kotlin.collections` package. It includes functions for retrieving the first and second elements of a collection, which are useful in iterating over collections without the need for additional logic.
- The functions `component1` and `component2` are inline operators, meaning they are generated by the compiler at runtime, which can improve performance compared to traditional functions.
- These functions are part of the `kotlin` package, which is included by default in any Kotlin project.
- The `kotlin` package contains a variety of utility functions and types that simplify common operations in Kotlin, making it easier to work with collections and other data structures.

---

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get(1\n)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline inline operator fun ByteArray.component2(): Byte {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {\n \n return get(1)\n\n/**\n * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {\n \n return get(1)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component3(): T {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n \n return get(2)\n\n/**\n * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n \n return get(2)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component4(): Double {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n \n return get(3)\n\n/**\n * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component4(): Char {\n \n return get(3)\n\n/**\n * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component5(): T {\n \n return get(4)\n\n/**\n * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component5(): Byte {\n \n return get(4)\n\n/**\n * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n \n return get(4)\n\n/**\n * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n \n return get(4)\n\n/**\n * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n \n
```kotlin
return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}
```
calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements.elementAtOrElse

ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte) : Byte

{ return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements.elementAtOrElse

ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short

{ return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements.elementAtOrElse

IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int

{ return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements.elementAtOrElse

LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long

{ return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements.elementAtOrElse

FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float

{ return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

ByteArray.elementAtOrNull(index: Int): Byte?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

ShortArray.elementAtOrNull(index: Int): Short?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

IntArray.elementAtOrNull(index: Int): Int?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

LongArray.elementAtOrNull(index: Int): Long?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

<T> Array<out T>.elementAtOrNull(index: Int): T?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

ByteArray.elementAtOrNull(index: Int): Byte?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

ShortArray.elementAtOrNull(index: Int): Short?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

IntArray.elementAtOrNull(index: Int): Int?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull

LongArray.elementAtOrNull(index: Int): Long?

{ return this.getOrElse(index) }* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

* @sample

samples.collections.Collections.Elements;elementAtOrNull
samples.collections.Collections.Elements.elementAtOrNull
/*\n@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
} */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
} /*\n@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
} */
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
} /*\n@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
} /*\n@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
} */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double?
return lastOrNull(predicate) returns the last element matching the given [predicate], or `null` if no such element was found.

@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOf(element: Byte): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.lastIndexOf(element: Int): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

---

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element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

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 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
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/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}

/**
 * Returns index of the last element matching the given \[\text{predicate}\], or -1 if the array does not contain such element.\*\*/

public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return index
}
matching the predicate.

```kotlin
public fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in this.indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.lastIndexOf(element: Long): Int {
    for (index in this.indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in this.indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate].
 */
@throws
[NoSuchElementException] if no such element is found.

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

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

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

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

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

LongArray.lastIndexOf(element: Long): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

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

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

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

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

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

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

ArrayOf<Double>.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
element = this[index]   if (predicate(element)) return element
    }  return null
}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nfun \n\nrandom(): \n\nif (this.isEmpty()) throw NoSuchElementException if this array is empty.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nbyteArray.random(): Byte {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nIntArray.random(): Int {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nLongArray.random(): Long {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nByteArray.random(): Byte {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nShortArray.random(): Short {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nIntArray.random(): Int {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.

/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\n\nCharArray.random(): Char {   return random(Random)\n\n}  */   * Returns a random element from this array.
element from this array using the specified source of randomness.

@throws NoSuchElementException if this array is empty.

public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

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

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

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

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

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

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

@Suppress("UNCHECKED_CAST")
public inline fun DoubleArray.single(): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}
single element matching the given [predicate], or throws exception if there is no or more than one matching element.

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

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

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

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

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

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

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

public fun <T> Array<T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

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

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

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

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

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

---

**Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - Right Image - Kafka-Connect 175**
fun IntArray.singleOrNull(): Int? {\n    if (size == 1) this[0] else null\n}

fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    if (size == 1) this[0] else null\n}

fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    if (size == 1) this[0] else null\n}

fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    if (size == 1) this[0] else null\n}

fun StringArray.singleOrNull(predicate: (String) -> Boolean): String? {
    if (size == 1) this[0] else null\n}

fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    if (size == 1) this[0] else null\n}

fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    if (size == 1) this[0] else null\n}

fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    if (size == 1) this[0] else null\n}

fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    if (size == 1) this[0] else null\n}

fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    if (size == 1) this[0] else null\n}

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

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

fun StringArray.singleOrNull(): String? {
    if (size == 1) this[0] else null\n}

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

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

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

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

fun CharArray.singleOrNull(): Char? {
    if (size == 1) this[0] else null\n}
IllegalArgumentException if \( n \) is negative.

```kotlin
fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except first \( n \) elements.

```kotlin
fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

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

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

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

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.

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

Returns a list containing all elements except last \( n \) elements.

```kotlin
fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unrunnable
}
```

Returns a list containing all elements except last \( n \) elements.
IllegalArgumentException if \([n]\) is negative.

samples.collections.Collections.Transformations.dropIn

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

samples.collections.Collections.Transformations.dropIn

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

samples.collections.Collections.Transformations.dropIn

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

samples.collections.Collections.Transformations.dropIn

*/
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count \([n]\) is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList() // Returns a list containing all elements except last \([n]\) elements.
}

samples.collections.Collections.Transformations.dropIn

*/
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count \([n]\) is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList() // Returns a list containing all elements except last \([n]\) elements.
}

samples.collections.Collections.Transformations.dropIn

*/
public fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

samples.collections.Collections.Transformations.dropIn

*/
public fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

samples.collections.Collections.Transformations.dropIn

*/
public fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

samples.collections.Collections.Transformations.dropIn

*/
public fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

samples.collections.Collections.Transformations.dropIn

*/
public fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
returns a list containing all elements except first elements that satisfy the given \[predicate\].

```kotlin
val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
public inline fun <T> Array<out T> dropWhile(predicate: (T) -> Boolean): List<T> {  ```
open source used in connected-pharma 1.10.7 - apachelog4j vulnerability fix - right image - kafka-connect 180
returns the result of predicate evaluation on the element.

public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate) { index, element ->
        if (predicate(index, element)) destination.add(element)
    } in
    destination
}

public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate) { index, element ->
        if (predicate(index, element)) destination.add(element)
    } in
    destination
}

public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements not matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements not matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements not matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<T>> Array<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n/*\npublic inline fun <C : MutableCollection<String>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
        return destination.add(element)  // Appends all elements matching the given [predicate] to the given [destination].\n
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
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    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
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    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
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    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()  // Returns a list containing elements at indices in the specified [indices] range.
/*\npublic fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
fun FloatArray.slice(indices: IntRange): List<Float> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun DoubleArray.slice(indices: IntRange): List<Double> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

fun StringArray.slice(indices: Iterable<Int>): List<String> {
    val list = ArrayList<String>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): List<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}

fun Array<T>.slice(indices: Collection<Int>): TArray<T> {
    val list = ArrayList<T>(size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        list.add(get(sourceIndex))
        targetIndex = sourceIndex + 1
    }
    return list
}
```java
public fun ByteArray.take(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n > size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (i in 0 until n) {
        if (count++ == n)
            break
        list.add(this[i])
    }
    return list
}

/**
 * Returns an array containing elements of this array at specified [indices].
 * 
 * @param n the element count
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun <T> Array<out T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n > size) return toList()
    var count = 0
    val list = ArrayList<T>(n)
    for (i in 0 until n) {
        if (count++ == n)
            break
        list.add(this[i])
    }
    return list
}
```

- A `require` statement checks if the requested element count is less than zero and throws an `IllegalArgumentException` if true.
- The `for` loop iterates over the elements of the array, adding them to the list if the count is less than the requested count.
- The returned list contains the first `n` elements of the array.

This code snippet demonstrates how to extract a sublist from an array in Kotlin, ensuring that the requested count is within the array's bounds.
Returns a list containing first \([n]\) elements.\(\ast\) \(\ast\) * @throws IllegalArgumentExcep

```java
public fun LongArray.take(n: Int): List<Long> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun CharArray.take(n: Int): List<Char> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun FloatArray.take(n: Int): List<Float> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun DoubleArray.take(n: Int): List<Double> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun BooleanArray.take(n: Int): List<Boolean> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun ByteArray.takeLast(n: Int): List<Byte> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun CharArray.takeLast(n: Int): List<Char> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun FloatArray.takeLast(n: Int): List<Float> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun DoubleArray.takeLast(n: Int): List<Double> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun ByteArray.take(n: Int): List<Byte> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun <T> Array<out T>.take(n: Int): List<T> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun CharArray.take(n: Int): List<Char> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun FloatArray.take(n: Int): List<Float> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun DoubleArray.take(n: Int): List<Double> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun BooleanArray.take(n: Int): List<Boolean> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun ByteArray.take(n: Int): List<Byte> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun CharArray.takeLast(n: Int): List<Char> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun FloatArray.takeLast(n: Int): List<Float> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun DoubleArray.takeLast(n: Int): List<Double> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun ByteArray.take(n: Int): List<Byte> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun <T> Array<out T>.take(n: Int): List<T> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
```

```java
public fun CharArray.take(n: Int): List<Char> {
```

```java
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns
samples.collections.Collections.Transformations.takeLast(*T) {fun ShortArray.takeLast(n: Int): List<Short> {\n    require(n >= 0) { \"Requested element count \$n is less than zero.\" \} \n    if (n == 0) return emptyList() \n    val size = size \n    if (n >= size) return.toList() \n    if (n == 1) return listOf(this[size - 1]) \n    val list = ArrayList<Int>(n) \n    for (index in size - n until size) \n        list.add(this[index]) \n    return list\n}}\n
Returns a list containing last \$n\ elements.\n
* Throws IllegalArgumentException if \$n is negative.\n
* @sample samples.collections.Collections.Transformations.takeLast(*T) {fun IntArray.takeLast(n: Int): List<Int> {\n    require(n >= 0) { \"Requested element count \$n is less than zero.\" \} \n    if (n == 0) return emptyList() \n    val size = size \n    if (n >= size) return toList() \n    if (n == 1) return listOf(this[size - 1]) \n    val list = ArrayList<Int>(n) \n    for (index in size - n until size) \n        list.add(this[index]) \n    return list\n}}\n
\n
This function takes a list and returns a new list containing the last \$n\ elements of the original list. If \$n is zero, it returns an empty list. If \$n is greater than or equal to the size of the list, it returns the entire list. If \$n is greater than one, it iterates over the list from the end to the \$n\th element, adding each element to a new list, and finally returns that new list.
public inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeFirstWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeFirstWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeFirstWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeFirstWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeFirstWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeFirstWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeFirstWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in 0 upTo this.size) {
        if (!predicate(this[index])) {
            return drop(0)
        }
    }
    return toList()
fun <T> Array<T>.reversedArray(): Array<T> {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func ByteArray.reversedArray(): ByteArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func IntArray.reversedArray(): IntArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func LongArray.reversedArray(): LongArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func ByteArray.reversedArray(): ByteArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func CharArray.reversedArray(): CharArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func ShortArray.reversedArray(): ShortArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func DoubleArray.reversedArray(): DoubleArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func FloatArray.reversedArray(): FloatArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func BooleanArray.reversedArray(): BooleanArray {
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func <T> Array<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
    return result
}

Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function. *

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *

//func <T, R : Comparable<R>> Array<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
    return result
}

Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function. *

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *

//func <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls(this,
    size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

Returns an array with elements of this array in reversed order. *

//func ShortArray.reversedArray(): ShortArray {
    if (isEmpty()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *

//func LongArray.reversedArray(): LongArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) {
        result[lastIndex - i] = this[i]
    }
    return result
}

Returns an array with elements of this array in reversed order. *
return this.copyOf().apply { sortDescending() }

CharArray.sortedArrayDescending(): CharArray \n if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }

* Returns an array with all elements of this array sorted descending according to their natural sort order.

* Returns a list of all elements sorted according to the natural sort order of the value returned by specified [selector] function.

* The sort is stable. It means that equal elements preserve their order relative to each other after sorting.

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

* Returns a list of all elements sorted according to the specified [comparator].

* Returns an array with all elements of this array sorted according to their natural sort order.

* The sort is stable. It means that equal elements preserve their order relative to each other after sorting.

* Returns a list of all elements sorted according to the natural sort order of the value returned by specified [selector] function.

* The sort is stable. It means that equal elements preserve their order relative to each other after sorting.

* Returns a list of all elements sorted according to the natural sort order of the value returned by specified [selector] function.

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according to natural sort order of the value returned by specified [selector] function.

*\public inline fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {\n    return sortedWith(compareByDescending(selector)).\n}\n
*\public inline fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n    return sortedWith(compareByDescending(selector)).\n}\n
*\public inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {\n    return sortedWith(compareByDescending(selector)).\n}\n
*\public inline fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {\n    return sortedWith(compareByDescending(selector)).\n}\n
*\public inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {\n    return sortedWith(compareByDescending(selector)).\n}\n
*\public inline fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {\n    return sortedWith(reverseOrder()).\n}\n
*\public fun ByteArray.sortedDescending(): List<Byte> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun ShortArray.sortedDescending(): List<Short> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun IntArray.sortedDescending(): List<Int> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun LongArray.sortedDescending(): List<Long> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun FloatArray.sortedDescending(): List<Float> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun DoubleArray.sortedDescending(): List<Double> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun CharArray.sortedDescending(): List<Char> {\n    return copyOf().apply { sort() }.reversed().\n}\n
*\public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {\n    return sortedArrayWith(comparator).\n}\n
*\public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
*\public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
*\public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
*\public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
*\public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
*\public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {\n    return toTypedArray().apply { sortWith(comparator) }.\n}\n
the same number of the same elements in the same order. The elements are compared for equality with the `Boolean.equals` function. `false` if the two specified arrays are *structurally* equal to one another, `true` if the two specified arrays are *deeply* equal to one another.

```kotlin
@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean
```

This function is used to determine if two arrays are equal at a deeper level, considering not only the elements but also the structure of nested arrays. For floating point numbers, it is important to note that `NaN` is equal to itself, and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepHashCode(): Int
```

This function returns a hash code based on the contents of the array as if it is a list, treating nested arrays as lists too. It is used to generate a unique identifier for an array, which can be stored or used in certain contexts when equality is determined by hash code comparison.

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String
```

This function returns a string representation of the contents of the array as if it is a list, including the structure of nested arrays. It is useful for debugging or logging purposes, providing a human-readable format of the array contents.

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.asList(): List<T>
```

This function returns a list of all elements sorted according to the specified `comparator`. It is used to convert an array into a list, preserving the order and structure of the elements.

```kotlin
@SinceKotlin("1.1")
public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T> = compareBy()): List<T> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the elements of the array based on the provided `comparator` and returns a list of the sorted elements. It is useful for sorting arrays in a specific order, considering the structure of nested arrays as well.

```kotlin
@SinceKotlin("1.1")
public expect fun CharArray.asList(): List<Char>
```

This function returns a list that wraps the original array, treating each character as an element.

```kotlin
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the characters of the array based on the provided `comparator` and returns a list of the sorted elements, considering the structure of nested arrays when applicable.

```kotlin
@SinceKotlin("1.1")
public expect fun ShortArray.asList(): List<Short>
```

This function returns a list that wraps the original array, treating each short integer as an element.

```kotlin
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the short integers of the array based on the provided `comparator` and returns a list of the sorted elements, including the structure of nested arrays.

```kotlin
@SinceKotlin("1.1")
public expect fun IntArray.asList(): List<Int>
```

This function returns a list that wraps the original array, treating each integer as an element.

```kotlin
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the integers of the array based on the provided `comparator` and returns a list of the sorted elements, considering the structure of nested arrays when applicable.

```kotlin
@SinceKotlin("1.1")
public expect fun LongArray.asList(): List<Long>
```

This function returns a list that wraps the original array, treating each long integer as an element.

```kotlin
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the long integers of the array based on the provided `comparator` and returns a list of the sorted elements, including the structure of nested arrays.

```kotlin
@SinceKotlin("1.1")
public expect fun FloatArray.asList(): List<Float>
```

This function returns a list that wraps the original array, treating each float as an element.

```kotlin
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the floats of the array based on the provided `comparator` and returns a list of the sorted elements, considering the structure of nested arrays when applicable.

```kotlin
@SinceKotlin("1.1")
public expect fun DoubleArray.asList(): List<Double>
```

This function returns a list that wraps the original array, treating each double as an element.

```kotlin
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the doubles of the array based on the provided `comparator` and returns a list of the sorted elements, including the structure of nested arrays.

```kotlin
@SinceKotlin("1.1")
public expect fun ByteArray.asList(): List<Byte>
```

This function returns a list that wraps the original array, treating each byte as an element.

```kotlin
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}
```

This function sorts the bytes of the array based on the provided `comparator` and returns a list of the sorted elements, considering the structure of nested arrays when applicable.

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.asList(): List<T>
```

This function returns a list of all elements of the specified type sorted according to the specified `comparator`. It is used to convert an array into a list, preserving the order and structure of the elements.
For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. In this context, the `equals` function is used to compare the contents of the specified arrays. The `equals` function is defined in the `Any` class, and it is used to compare the elements of the arrays for equality. For floating point numbers, `NaN` is considered equal to itself, and `-0.0` is not equal to `0.0`. This means that the equality check is performed using the `equals` method of the `Any` class, which is overridden in the `Char` class to handle the special cases of `NaN` and `-0.0`.
If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```kotlin
* - If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.
```

```kotlin
* &sample
```

```kotlin
* &supress("NO_ACTUAL_FOR_EXPECT")
```
be in `'0..array.size' ` @param toIndex the end of the range (exclusive), must be in `'fromIndex..array.size' ` @param fromIndex the start of the range (inclusive), 0 by default.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

@throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

@throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`. 

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.

* @throws IllegalArgumentException if `[fromIndex]` is greater than `[toIndex]`.

@throws IndexOutOfBoundsException if `[fromIndex]` is less than zero or `[toIndex]` is greater than the size of this array.
T>.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns the range of valid indices for the array.

*\!public val ByteArray.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns the range of valid indices for the array.

*\!public val ShortArray.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns the range of valid indices for the array.

*\!public val IntArray.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns the range of valid indices for the array.

*\!public val LongArray.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns the range of valid indices for the array.

*\!public val FloatArray.indices: IntRange\(n\) get() = IntRange(0, lastIndex)\(n\)**\(n\) * Returns `true` if the array is empty.

*\!An@kotlin.internal.InlineOnly\!public inline fun <T> Array<out T>.isEmpty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun Byte\Array.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun ShortArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun IntArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun LongArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun FloatArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun DoubleArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun CharArray.is\(\)Empty(): Boolean {\n    return size == 0
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun Array<out T>.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun ByteArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun ShortArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun IntArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun LongArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun FloatArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun DoubleArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun CharArray.isNotEmpty(): Boolean {\n    return !isEmpty()
}\n
*\!An@kotlin.internal.InlineOnly\!public inline fun <T> Array<out T>.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun ByteArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun ShortArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun IntArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun LongArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun FloatArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun DoubleArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun CharArray.lastIndex: Int
    get() = size - 1

*\!An@kotlin.internal.InlineOnly\!public inline fun Array<out T>.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>.

*\!An@kotlin.internal.InlineOnly\!public inline fun Byte\Array.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>

*\!An@kotlin.internal.InlineOnly\!public inline fun ShortArray.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>

*\!An@kotlin.internal.InlineOnly\!public inline fun IntArray.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>

*\!An@kotlin.internal.InlineOnly\!public inline fun DoubleArray.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>

*\!An@kotlin.internal.InlineOnly\!public inline fun CharArray.array\(\)copy\(\): Byte\Array =
  Byte\Array.<Array<out T>.array\(\)copy\(\)>
```
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T?>\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray.plus(element: Byte): ByteArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray.plus(element: Short): ShortArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun IntArray.plus(element: Int): IntArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun LongArray.plus(element: Long): LongArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray.plus(element: Double): DoubleArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray\n\n@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun CharArray.plus(element: Char): CharArray\n```

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BooleanArray.plus(elements: BooleanArray): BooleanArray

CharArray.plus(elements: CharArray): CharArray

Array<T>.plusElement(element: T): Array<T>

IntArray.sort(): Unit

LongArray.sort(): Unit

ByteArray.sort(): Unit

ShortArray.sort(): Unit

DoubleArray.sort(): Unit

CharArray.sort(): Unit

ByteArray.toBooleanArray(): BooleanArray

ByteArray.toDoubleArray(): DoubleArray

ByteArray.toFloatArray(): FloatArray

ByteArray.toIntArray(): IntArray

ByteArray.toLongArray(): LongArray

ByteArray.toShortArray(): ShortArray

ByteArray.toTypedArray(): Array<Byte>

CharArray.toCharArray(): CharArray

CharArray.toCharArray(): CharArray

IntArray.toIntArray(): IntArray

LongArray.toLongArray(): LongArray

IntArray.toTypedArray(): Array<Int>

CharArray.toTypedArray(): Array<Char>

Map containing key-value pairs provided by [transform] function

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If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```kotlin
array.associate(transform: (T) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.

```kotlin
Array<out T>.associateBy(keySelector: (T) -> K): Map<K, V> { 
    val capacity = mapCapacity(size).coerceAtLeast(16) 
    return associateTo(LinkedHashMap<K, V>(capacity), transform)(array) 
}
```

The returned map preserves the entry iteration order of the original array.
Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector) |
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */

T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V>
{\n    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n *\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * The returned map preserves the entry iteration order of the original array.\n */
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V>
{\n    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n */
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V>
returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */\n
public inline fun <K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n \n destination.put(keySelector(element), element)\n }\n return destination\n}\n
/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs.
same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<K, V>, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

```kotlin
/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in C>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```
collection.*public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
public fun CharArray.toList(): List<Char> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<T>(mapCapacity(size))) } }

public fun <T> Array<out T>.toList(): List<T> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<T>(mapCapacity(size))) } }

public fun ByteArray.toList(): List<Byte> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size))) } }

public fun BooleanArray.toList(): List<Boolean> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size))) } }

public fun IntArray.toList(): List<Int> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<Int>(mapCapacity(size))) } }

public fun LongArray.toList(): List<Long> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<Long>(mapCapacity(size))) } }

public fun ShortArray.toList(): List<Short> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<Short>(mapCapacity(size))) } }

public fun <T> Array<out T>.toMutableList(): MutableList<T> { return when (size) { 0 -> emptyList() 1 -> listOf(this[0]) else -> toCollection(LinkedHashSet<T>(mapCapacity(size))) } }

new func
<T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 */
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform(value) *)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (value in this) {
        val list = transform(value)
        destination.addAll(list)
    }
    return destination
}
return destination

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 * @param destination The destination to append elements to.
 * @param transform A function that processes each element of the original array.
 * @param <T, R> The type parameters for the original array and the transformed elements.
 * @return The destination with appended elements.
 */
public inline fun <T, R> Array<T>.appendTo(destination: MutableList<T>, transform: (T) -> Iterable<R>): MutableList<T> {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 * @param destination The destination to append elements to.
 * @param transform A function that processes each element of the original array.
 * @param <R, C> The type parameters for the transformed elements and the destination.
 * @return The destination with appended elements.
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.appendTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 * @param destination The destination to append elements to.
 * @param transform A function that processes each element of the original array.
 * @param <R, C> The type parameters for the transformed elements and the destination.
 * @return The destination with appended elements.
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.appendTo(destination: C, transform: (Char) -> Iterable<R>): C {
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <T, K> The type parameters for the original array and the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo<LinkedHashMap<K, MutableList<T>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo<LinkedHashMap<K, MutableList<Byte>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo<LinkedHashMap<K, MutableList<Short>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo<LinkedHashMap<K, MutableList<Int>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo<LinkedHashMap<K, MutableList<Long>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo<LinkedHashMap<K, MutableList<Float>>(), keySelector>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @param keySelector A function that returns a group key for each element.
 * @param <K> The type parameter for the group key.
 * @return A map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo<LinkedHashMap<K, MutableList<Double>>(), keySelector>()
}
where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <K, V> Array<out K>.groupBy(keySelector: (K) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector)
}

/**
 * Groups values returned by the [keySelector] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector)
}

/**
 * Groups values returned by the [keySelector] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector)
}

/**
 * Groups values returned by the [keySelector] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector)
}

/**
 * Groups values returned by the [keySelector] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector)
}
```

```kotlin
// Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right Image - Kafka-Connect 214
```
```kotlin
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map
 */
public inline fun <K, M : MutableMap<in K, MutableList<T>>, T : Any> Array<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        val list = destination.getOrPut(keySelector(element)) { ArrayList<T>() }
        list.add(element)
    return destination
}
```
destination.getOrPut(key) { ArrayList<Int>() } in list.add(element) in return destination

* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <K, M : MutableMap\<K, MutableList\<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Long>() } in list.add(element) in return destination\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <K, M : MutableMap\<K, MutableList\<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Float>() } in list.add(element) in return destination\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <K, M : MutableMap\<K, MutableList\<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Double>() } in list.add(element) in return destination\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <K, M : MutableMap\<K, MutableList\<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Char>() } in list.add(element) in return destination\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <T, K, M : MutableMap\<K, MutableList\<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() } in list.add(valueTransform(element)) in return destination\n
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <T, K, V, M : MutableMap\<K, MutableList\<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() } in list.add(valueTransform(element)) in return destination\n
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy

*\n\npublic inline fun <K, V, M : MutableMap\<K, MutableList\<Boolean>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Char>() } in list.add(valueTransform(element)) in return destination\n
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map.\n* @sample samples.collections.Collections.Transformations.groupBy
[destination] map each group key associated with a list of corresponding values.

```kotlin
inline fun <K, V, M : MutableMap<K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}

inline fun <K, V, M : MutableMap<K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() } add(valueTransform(element))
    return destination
}
```

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to the element.\n */

public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n    for (item in this) {\n        \n    }\n    return destination\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n    for (item in this) {\n        \n    }\n    return destination\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {\n    for (item in this) {\n        \n    }\n    return destination\n}
MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> AnyArray.mapIndexedTo(destination: C, transform: (index: Int, Any) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> ByteArray.mapNotNullTo(destination: C, transform: (index: Int, Byte) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> ShortArray.mapNotNullTo(destination: C, transform: (index: Int, Short) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> ByteArray.mapNotNullTo(destination: C, transform: (index: Int, Byte) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> Array<out T>.mapNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

MutableCollection<in R>> AnyArray.mapNotNullTo(destination: C, transform: (index: Int, Any) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public <R, C : Collection<R>> Collection<R> mapTo(destination: C, transform: (R) -> R): Collection<R> {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public <R, C : Collection<R>> Array<R> mapTo(destination: C, transform: (R) -> R): Array<R> {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public <R, C : Collection<R>> List<R> mapTo(destination: C, transform: (R) -> R): List<R> {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public <R, C : Collection<R>> Set<R> mapTo(destination: C, transform: (R) -> R): Set<R> {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public <R, C : Collection<R>> Map<R, R> mapTo(destination: C, transform: (R) -> R): Map<R, R> {
    for (item in this)
        destination.add(transform(item))
    return destination
}
public fun IntArray.distinct(): List<Int> { val set = HashSet<K>().val list = ArrayList<Int>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list }

public fun ByteArray.distinct(): List<Byte> { val set = HashSet<K>().val list = ArrayList<Byte>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list }

public fun <T> Array<out T>.distinctBy(selector: (T) -> K): List<T> { val set = HashSet<K>().val list = ArrayList<T>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list }

public fun <T> CharArray.distinct(): List<Char> { return this.toMutableSet().toList() }

public fun <T> ShortArray.distinct(): List<Short> { return this.toMutableSet().toList() }

public fun <T> FloatArray.distinct(): List<Float> { return this.toMutableSet().toList() }

public fun <T> DoubleArray.distinct(): List<Double> { return this.toMutableSet().toList() }

public fun <T> LongArray.distinct(): List<Long> { return this.toMutableSet().toList() }

public fun <T> BooleanArray.distinct(): List<Boolean> { return this.toMutableSet().toList() }

public fun <T> FloatArray.distinct(): List<Float> { return this.toMutableSet().toList() }

public fun <T> DoubleArray.distinct(): List<Double> { return this.toMutableSet().toList() }

public fun <T> LongArray.distinct(): List<Long> { return this.toMutableSet().toList() }

public fun <T> BooleanArray.distinct(): List<Boolean> { return this.toMutableSet().toList() }


false

    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and the element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.
 */
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with \n * and the element itself, and calculates the next accumulator value.
 */
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with \n * and the element itself, and calculates the next accumulator value.
 */
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with \n * and the element itself, and calculates the next accumulator value.
 */
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
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lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <R : Comparable<R>>
    IntArray.maxBy(selector: (Int) -> R): Int? {
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxValue = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        }
        return maxElem
    }

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <R : Comparable<R>>
    LongArray.maxBy(selector: (Long) -> R): Long? {
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxValue = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        }
        return maxElem
    }

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <R : Comparable<R>>
    FloatArray.maxBy(selector: (Float) -> R): Float? {
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxValue = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        }
        return maxElem
    }

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <R : Comparable<R>>
    DoubleArray.maxBy(selector: (Double) -> R): Double? {
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxValue = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        }
        return maxElem
    }

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <R : Comparable<R>>
    CharArray.maxBy(selector: (Char) -> R): Char? {
        val lastIndex = this.lastIndex
        if (lastIndex == 0) return maxElem
        var maxValue = selector(maxElem)
        for (i in 1..lastIndex) {
            val e = this[i]
            val v = selector(e)
            if (maxValue < v) {
                maxElem = e
                maxValue = v
            }
        }
        return maxElem
    }

/**
 * Returns the first element yielding the largest value according to the provided 
 * [comparator] or `null` if there are no elements.
 * 
 * @sample
 * Array.<out T>.maxWith(comparator: Comparator<in T>): T?
 */
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value according to the provided 
 * [comparator] or `null` if there are no elements.
 * 
 * @sample
 * ByteArray.maxWith(comparator: Comparator<in Byte>): Byte?
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value according to the provided 
 * [comparator] or `null` if there are no elements.
 * 
 * @sample
 * ShortArray.maxWith(comparator: Comparator<in Short>): Short?
 */
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = max =
fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun FloatArray.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun LongArray.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ShortArray.min(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ByteArray.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Int>.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Long>.maxWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Float>.maxWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Double>.maxWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Int>.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Long>.maxWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Float>.maxWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun Array<out Double>.maxWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
return min\n\n| n/**n * Returns the smallest element or `null` if there are no elements.

*/

public fun CharArray.min(): Char? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun CharArray.minBy(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    var minIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun ByteArray.minBy(selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun ShortArray.minBy(selector: (Short) -> R): Short? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun IntArray.minBy(selector: (Int) -> R): Int? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun LongArray.minBy(selector: (Long) -> R): Long? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun FloatArray.minBy(selector: (Float) -> R): Float? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

public fun DoubleArray.minBy(selector: (Double) -> R): Double? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minIndex = this.lastIndex\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minIndex = i\n            minValue = v\n        }\n    }\n    return minElem
}
this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n  val e = this[i]\n  val v = selector(e)\n  if (minValue > v) {\n    minElem = e\n    minVal = v\n  }\n  return minElem\n}\n
* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements.

CharArray.minBy(selector: (Char) -> R): Char? {\n  if (isEmpty()) return null\n  var minElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex == 0) return minElem\n  var minVal = selector(minElem)\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if (minVal > v) {\n      minElem = e\n      minVal = v\n    }\n  }\n  return minElem\n}

** Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.

Inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
  if (isEmpty()) return null\n  var minEle

isEmpty(): Returns `true` if the array has no elements.

```kotlin
public fun LongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun LongArray.none(): Boolean {
    return
```
if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
}

return accumulator

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 */
public inline fun IntArray.reduce(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
accumulator

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the first element and applying [operation] from left to right.**

```kotlin
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(acc, this[index])
    }
    return accumulator
}
```

** Accumulates value starting with the last element and applying [operation] from right to left.**

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

** Accumulates value starting with the last element and applying [operation] from right to left.**

```kotlin
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
function that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.
* A public inline function ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.

\n* A public inline function IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int

```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.


```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.

\n* A public inline function FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float

```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.

\n* A public inline function DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double

```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.

\n* A public inline function BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean

```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Accumulates value starting with last element and applying [operation] from right to left* to each element with its index in the original array and current accumulator value.

\n* @param [operation]

\nfunction that takes the index of an element, the element itself* and current accumulator value, and calculates the next accumulator value.

\n* A public inline function CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char

```

```java
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)

    var return accumulator\n\n}\n\n* Returns the sum of all values produced by [selector] function applied to each element in the array.

\n* A public inline function <T> ArrayOut<T>.sumBy(selector: (T) -> Int): Int
```
Int = 0

for (element in this) {
    sum += selector(element)
}

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun CharArray.sumByDouble(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun IntArray.sumByDouble(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun LongArray.sumByDouble(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun ByteArray.sumByDouble(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun FloatArray.sumByDouble(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun <T> Array<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun <T> Array<T>.sumByDouble(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

*public inline fun <T> Array<T>.requireNoNulls(): Array<T> {
    var for (element in this) {
        if (element == null) {
            throw IllegalArgumentException()
        }
    }
    return this as Array<T>

* Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.

*public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    var for (element in this)
        if (element == null) {
            throw IllegalArgumentException()
        }
    return this as Array<T>

* Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.

*public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    var for (element in this) {
        if (element == null) {
            throw IllegalArgumentException()
        }
    }
    return this as Array<T>

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        }
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        if (element == null) {
            throw IllegalArgumentException()
        }
    }
    return this as Array<T>

* Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.
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```java
/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>>{
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Char>().partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>>{
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Byte>().partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>>{
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Double>().partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>>{
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Float>().partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>>{
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Short>().partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>>{
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Long>().partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>>{
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n */
public inline fun Array<Int>().partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>>{
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```
same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Operat
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterableWithTransform\n */
public inline fun <R, V>
IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }\n    return list\n}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterableWithTransform\n */
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }\n    return list\n}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterableWithTransform\n */
public inline fun <R, V>
FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }\n    return list\n}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterableWithTransform\n */
public inline fun <R, V>
DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }\n    return list\n}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterableWithTransform\n */
public inline fun <R, V>
BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }\n    return list\n}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with the same index\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterable\n */
public infix fun <T, R> Array<out R>.zip(other: Iterable<R>) {\n    return List<Pair<T, R>> {
        return zip(other) { t1, t2 -> t1 to t2 }\n    }\n}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with the same index\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterable\n */
public infix fun <R> ByteArray.zip(other: Iterable<R>) {\n    return List<Pair<Byte, R>> {
        return zip(other) { t1, t2 -> t1 to t2 }\n    }\n}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with the same index\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterable\n */
public infix fun <R> ShortArray.zip(other: Iterable<R>) {\n    return List<Pair<Short, R>> {
        return zip(other) { t1, t2 -> t1 to t2 }\n    }\n}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with the same index\n * The returned list has length of the shortest collection.\n * @sample
 samples.collections.Operations.zipIterable\n */
public infix fun <R> IntArray.zip(other: Iterable<R>) {\n    return List<Pair<Int, R>> {
        return zip(other) { t1, t2 -> t1 to t2 }\n    }\n}
in other) { 
    if (i >= arraySize) break
    list.add(transform(this[i++], element))
} 
return list
} } Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.

```kotlin
samples.collections.Operations.zipIterableWithTransform
```

FloatArray.zip(other: Iterable<*>?, transform: (a: Float, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) { 
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} } Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.

```kotlin
samples.collections.Operations.zipIterableWithTransform
```

BooleanArray.zip(other: Iterable<*>?, transform: (a: Boolean, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) { 
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} } Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.

```kotlin
samples.collections.Operations.zipIterableWithTransform
```

CharArray.zip(other: Iterable<*>?, transform: (a: Char, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) { 
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

IntArray.zip(other: IntArray): List<Pair<Int, Int>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

LongArray.zip(other: LongArray): List<Pair<Long, Long>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```

DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
} } Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

```kotlin
samples.collections.Operations.zipIterable
```
Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = ",...", transform: (T) -> CharSequence)? = null): A {buffer.append(separator) if (limit < 0 || count <= limit) {buffer.appendElement(element, transform) return buffer} else break
    return buffer
}

Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = ",...", transform: ((Byte) -> CharSequence)? = null): A {buffer.append(separator) if (limit < 0 || count <= limit) {buffer.appendElement(element, transform) return buffer} else break
    return buffer
}

Appendable> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {list.add(transform(this[i], other[i]))
    return list
}

Appendable> IntArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {list.add(transform(this[i], other[i]))
    return list
}

Appendable> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {list.add(transform(this[i], other[i]))
    return list
}
huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."").

```kotlin
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteBuffer.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    return asIterable().iterator()
}
```

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.asIterable(): Iterable<Char> {
    return asIterable().iterator()
}
```
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun FloatArray.asSequence():
    Sequence<Float> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun DoubleArray.asSequence():
    Sequence<Double> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun BooleanArray.asSequence():
    Sequence<Boolean> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun CharArray.asSequence():
    Sequence<Char> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.

@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.

@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

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sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sum")
public fun <T> Array<T>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns `true` if this range contains the specified
 * element.
 * 
 * Always returns `false` if the [element] is `null`.
 */

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/*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun IntRange.contains(element: Int?): Boolean {\n    return element != null && contains(element)\n}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun LongRange.contains(element: Long?): Boolean {\n    return element != null && contains(element)\n}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun CharRange.contains(element: Char?): Boolean {\n    return element != null && contains(element)\n}\n
// Checks if the specified [value] belongs to this range.\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun ClosedRange<Int>.contains(value: Byte): Boolean {\n    return contains(value.toInt())\n}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun ClosedRange<Long>.contains(value: Byte): Boolean {\n    return contains(value.toLong())\n}\n
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n
public inline operator fun ClosedRange<Short>.contains(value: Byte): Boolean {\n    return contains(value.toShort())\n}\n
@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {\n    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Double): Boolean {\n    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Double): Boolean {\n    return contains(value.toFloat())\n}\n
@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Float): Boolean {\n    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {\n    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {\n    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n
@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Float): Boolean {\n    return contains(value.toFloat())\n}*/
contains(it) else false 

Checks if the specified [value] belongs to this range.

*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }

Checks if the specified [value] belongs to this range.

*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Long): Boolean {
    return contains(value.toInt())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Long): Boolean {
    return contains(value.toByte())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Long): Boolean {
    return contains(value.toShort())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toByte())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Byte): Boolean {
    return contains(value)

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Short): Boolean {
    return contains(value.toByte())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Short): Boolean {
    return contains(value.toShort())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Integer): Boolean {
    return contains(value.toByte())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Integer): Boolean {
    return contains(value.toShort())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Integer): Boolean {
    return contains(value.toDouble())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Integer): Boolean {
    return contains(value.toFloat())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Integer): Boolean {
    return contains(value.toInt())

Checks if the specified [value] belongs to this range.

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Integer): Boolean {
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun IntRange.contains(value: Short): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun LongRange.contains(value: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("charRangeContains")
public operator fun CharRange.contains(value: Short): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun IntRange.contains(value: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun LongRange.contains(value: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ByteRange.contains(value: Int): ByteProgression {
    return ByteProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ShortRange.contains(value: Int): ShortProgression {
    return ShortProgression.fromClosedRange(this, to, -1L)
}
```kotlin
// Returns a progression from this value down to the specified [to] value with the step -1.
// The [to] value should be less than or equal to 'this' value.
// If the [to] value is greater than 'this' value the returned progression is empty.
internal fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

// Returns a progression from this value down to the specified [to] value with the step -1.
// The [to] value should be less than or equal to 'this' value.
// If the [to] value is greater than 'this' value the returned progression is empty.
internal fun Int.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

// Returns a progression that goes over the same range in the opposite direction with the same step.
// Returns a progression that goes over the same range in the opposite direction with the same step.
internal fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)
}

// Returns a progression that goes over the same range with the given step.
// Returns a progression that goes over the same range with the given step.
internal fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, step)
}

// Returns a progression that goes over the same range with the given step.
// Returns a progression that goes over the same range with the given step.
internal fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, step)
}

// Returns a progression that goes over the same range with the given step.
// Returns a progression that goes over the same range with the given step.
internal fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, step)
}
```
range is empty.

*\public infix fun Long.until(to: Short): LongRange \{ fn return this \. (to.toLong() - 1).toLong()\} 

\*\public infix fun Byte.until(to: Short): IntRange \{ fn return this.toInt() \. (to.toInt() - 1).toInt()\} 

\*\public infix fun Short.until(to: Short): IntRange \{ fn return this.toInt() \. (to.toInt() - 1).toInt()\} 

\*\public infix fun Byte.coerceAtLeast(minimumValue: Byte): Byte \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Short.coerceAtLeast(minimumValue: Short): Short \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Int.coerceAtLeast(minimumValue: Int): Int \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Long.coerceAtLeast(minimumValue: Long): Long \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Float.coerceAtLeast(minimumValue: Float): Float \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Double.coerceAtLeast(minimumValue: Double): Double \{ fn return if (this < minimumValue) minimumValue else this\} 

\*\public infix fun Byte.coerceAtMost(minimumValue: Byte): Byte \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Short.coerceAtMost(minimumValue: Short): Short \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Int.coerceAtMost(maximumValue: Int): Int \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Long.coerceAtMost(maximumValue: Long): Long \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Float.coerceAtMost(maximumValue: Float): Float \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Double.coerceAtMost(maximumValue: Double): Double \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Byte.coerceAtMost(maximumValue: Byte): Byte \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Short.coerceAtMost(maximumValue: Short): Short \{ fn return if (this > maximumValue) maximumValue else this\} 

\*\public infix fun Int.coerceAtMost(maximumValue: Int): Int \{ fn return if (this > maximumValue) maximumValue else this\}
than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @throws IllegalArgumentException if this > maximumValue

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's less than or equal to the [minimumValue] or the [maximumValue] otherwise.\n * \n * @throws IllegalArgumentException if this < minimumValue
 * \n * @throws IllegalArgumentException if this > maximumValue
 * @throws IllegalArgumentException if (this < minimumValue) return minimumValue
 * @throws IllegalArgumentException if (this > maximumValue) return maximumValue
 * \n */

public fun Float.coerceIn(minimumValue: Float?, maximumValue: Float?): Float {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
        minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    } else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return
        maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range  
 * \n * @return this value if it's less than or equal to the [minimumValue] or the [maximumValue]
 * otherwise.\n * \n * @throws IllegalArgumentException if this < minimumValue
 * @throws IllegalArgumentException if this > maximumValue
 * \n */

public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * \n * @return this value if it's less than or equal to the [minimumValue] or the [maximumValue]
 * otherwise.\n * \n * @throws IllegalArgumentException if this < minimumValue
 * @throws IllegalArgumentException if this > maximumValue
 * \n */

public fun Long.coerceIn(minimumValue: Long?, maximumValue: Long?): Long {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
        minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    } else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return
        maximumValue
    }
    return this
}
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to a range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return if (this in range) this else minimumValue
}

public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to a range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return if (this in range) this else minimumValue
}

public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range.
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun <T> T.coerceIn(range: ClosedRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
/**
   * A constant holding the minimum value an instance of UByte can have.
   */
  public const val MIN_VALUE: UByte = UByte(0)

  /**
   * A constant holding the maximum value an instance of UByte can have.
   */
  public const val MAX_VALUE: UByte = UByte(-1)

  /**
   * The number of bytes used to represent an instance of UByte in a binary form.
   */
  public const val SIZE_BYTES: Int = 1

  /**
   * The number of bits used to represent an instance of UByte in a binary form.
   */
  public const val SIZE_BITS: Int = 8

  /**
   * The number of bytes used to represent an instance of UByte in a binary form.
   */
  public const val SIZE_BITS: Int = 8

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if
   * it's less than other, or a positive number if it's greater than other.
   */
  public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if
   * it's less than other, or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if
   * it's less than other, or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if
   * it's less than other, or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

  /**
   * Adds the other value to this value.
   */
  public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

  /**
   * Adds the other value to this value.
   */
  public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

  /**
   * Adds the other value to this value.
   */
  public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

  /**
   * Adds the other value to this value.
   */
  public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

  /**
   * Subtracts the other value from this value.
   */
  public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

  /**
   * Subtracts the other value from this value.
   */
  public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

  /**
   * Subtracts the other value from this value.
   */
  public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

  /**
   * Subtracts the other value from this value.
   */
  public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

  /**
   * Multiplies this value by the other value.
   */
  public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

  /**
   * Multiplies this value by the other value.
   */
  public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

  /**
   * Multiplies this value by the other value.
   */
  public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

  /**
   * Multiplies this value by the other value.
   */
  public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

  /**
   * Divides this value by the other value.
   */
  public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

  /**
   * Divides this value by the other value.
   */
  public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

  /**
   * Divides this value by the other value.
   */
  public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

  /**
   * Divides this value by the other value.
   */
  public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

  /**
   * Calculates the remainder of dividing this value by the
/**
 * Converts this `UByte` value to `Float`. *
 * The resulting `Float` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = Float(data.toFloat() and 0xFF)

/**
 * Converts this `UByte` value to `ULong`. *
 * The resulting `ULong` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = data.toLong() and 0xFF

/**
 * Converts this `UByte` value to `Long`. *
 * The resulting `Long` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFF

/**
 * Converts this `UByte` value to `Int`. *
 * The resulting `Int` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFF

/**
 * Converts this `UByte` value to `Short`. *
 * The resulting `Short` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort() and 0xFF

/**
 * Converts this `UByte` value to `Byte`. *
 * The resulting `Byte` value represents the same numerical value as this `UByte`. Otherwise the result is negative. *
 */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data

/**
 * Inverts the bits in this value. *
 */
@kotlin.internal.InlineOnly
public inline operator fun inv(): UByte = UByte(data.inv())

/** Returns the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UByte = this.toULong().rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UByte = this.toULong().rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UByte = this.toULong().rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): UByte = this.toULong().rem(other.toULong())

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): UInt = this.toULong().rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UIntRange): UInt = UIntRange(this.toUInt(), other.toUInt()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShortRange): UInt = UShortRange(this.toUShort(), other.toUShort()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ByteRange): Int = IntRange(this.toByte(), other.toByte()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ShortRange): Int = ShortRange(this.toShort(), other.toShort()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ByteRange): Byte = ByteRange(this.toByte(), other.toByte()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ShortRange): Short = ShortRange(this.toShort(), other.toShort()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByteRange): UByte = UByteRange(this.toUByte(), other.toUByte()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShortRange): UShort = UShortRange(this.toUShort(), other.toUShort()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UIntRange): UInt = UIntRange(this.toUInt(), other.toUInt()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULongRange): UInt = ULongRange(this.toULong(), other.toULong()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByteRange): UByte = UByteRange(this.toUByte(), other.toUByte()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShortRange): UShort = UShortRange(this.toUShort(), other.toUShort()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UIntRange): UByte = UByteRange(this.toUInt(), other.toUInt()).rem

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULongRange): UByte = UByteRange(this.toULong(), other.toULong()).rem
numerical value as this `UByte`. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float =
        this.toInt().toFloat() * />
    /**
     * Converts this [UByte] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double =
        this.toInt().toDouble() * />
    /**
     * Converts this [Byte] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public override fun toString(): String =
        this.toInt().toString() * />
    }
}

/**
 * Converts this [Byte] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE],
 * the resulting `UByte` value represents the same numerical value as this `Byte`.
 * The resulting `UByte` value is represented by the least significant 8 bits
 * of this `Byte` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte =
    UByte(this.toByte()) * />
}

/**
 * Converts this [Short] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE],
 * the resulting `UByte` value represents the same numerical value as this `Short`.
 * The resulting `UByte` value is represented by the least significant 8 bits
 * of this `Short` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte =
    UByte(this.toByte()) * />
}

/**
 * Converts this [Int] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE],
 * the resulting `UByte` value represents the same numerical value as this `Int`.
 * The resulting `UByte` value is represented by the least significant 8 bits
 * of this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte =
    UByte(this.toByte()) * />
}

/**
 * Converts this [Long] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE],
 * the resulting `UByte` value represents the same numerical value as this `Long`.
 * The resulting `UByte` value is represented by the least significant 8 bits
 * of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte =
    UByte(this.toByte()) * />
}

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@publishedApi
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) :
    Comparable<UInt> { Companion object {

        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0) * />

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1) * />

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4 * />

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32 * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            uintCompare(this.data, other.data) * />

        @kotlin.internal.InlineOnly
        @Suppress("OVERRIDE_BY_INLINE")
        public override inline operator fun compareTo(other: UInt): Int =
            uintCompare(this.data, other.data) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * />

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toUInt()) * /

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toUInt()) * /
number if it's less than other, or a positive number if it's greater than other.

```
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): Int =
this.toULong().compareTo(other) */
** Adds the other value to this value.

@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
/** Adds the other value to this value.

@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt =
this.plus(other.toUInt())
/** Adds the other value to this value.

@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt =
this.plus(other.toUInt())
/** Adds the other value to this value.

@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong =
this.plus(other)
/** Adds the other value to this value.

@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt =
this.minus(other.toUInt())
/** Subtracts the other value from this value.

@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt =
this.minus(other.toUInt())
/** Subtracts the other value from this value.

@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt =
this.minus(other.toUInt())
/** Subtracts the other value from this value.

@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong =
this.minus(other)
/** Subtracts the other value from this value.

@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt =
this.times(other.toUInt())
/** Multiplies this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.times(other.toUInt())
/** Multiplies this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt =
this.times(other.toUInt())
/** Multiplies this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.times(other)
/** Multiplies this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.div(other.toUInt())
/** Divides this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.div(other.toUInt())
/** Divides this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt =
uintDivide(this, other)
/** Divides this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.div(other)
/** Divides this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt =
this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.rem(other)
/** Calculates the remainder of dividing this value by the other value.

@kotlin.internal.InlineOnly
public inline operator fun inc(): UInt =
this.inc()
/** Increments this value.

@kotlin.internal.InlineOnly
public inline operator fun dec(): UInt =
this.dec()
/** Decrements this value.

@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int):
this.shl(bitCount)
/** Shifts this value left by the 
[bitCount] number of bits.

@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int):
this.shr(bitCount)
/** Shifts this value right by the 
[bitCount] number of bits, filling the leftmost
bits with zeros.

@kotlin.internal.InlineOnly
public inline operator fun and(other: UInt): UInt =
this.and(other)
/** Performs a bitwise AND operation between the two values.

@kotlin.internal.InlineOnly
public inline operator fun or(other: UInt): UInt =
this.or(other)
/** Performs a bitwise OR operation between the two values.

@kotlin.internal.InlineOnly
public inline operator fun xor(other: UInt): UInt =
this.xor(other)
/** Performs a bitwise XOR operation between the two values.

```
UInt(this.data xor other.data) /* Inverts the bits in this value. */\n\n/** Converts this [UInt] value to [Byte]. */\n\n\n@kotlin.internal.InlineOnly\npublic inline fun inv(): UInt = UInt(data.inv()) /* Inverts the bits in this value. */\n\n/** Converts this [UInt] value to [Byte]. */\n\n\n@kotlin.internal.InlineOnly\npublic inline fun toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Byte]. */\n\n/** Converts this [UInt] value to [Byte]. */\n\n\n@kotlin.internal.InlineOnly\npublic inline fun toByte(): Byte = data.toByte()
positive, the resulting `UInt` value represents the same numerical value as this `Int`.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUInt(): UInt = UInt(this)
```

This `Int` value has the same binary representation as this `UInt` value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUInt(): UInt = UInt(this)
```

The fractional part, if any, is rounded down. Returns zero if this `Double` value is negative or `NaN`, `[UInt.MAX_VALUE]` if it's bigger than `UInt.MAX_VALUE`.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toUInt(): UInt = doubleToUInt(this)
```

The fractional part, if any, is rounded down. Returns zero if this `Double` value is negative or `NaN`, `[UInt.MAX_VALUE]` if it's bigger than `UInt.MAX_VALUE`.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toUInt(): UInt = doubleToUInt(this)
```

The fractional part, if any, is rounded down. Returns zero if this `Double` value is negative or `NaN`, `[UInt.MAX_VALUE]` if it's bigger than `UInt.MAX_VALUE`.

```kotlin
// Auto-generated file. DO NOT EDIT!
package kotlin
import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {
    companion object {
        const val MIN_VALUE: UShort = UShort(0)
        const val MAX_VALUE: UShort = UShort(-1)
        const val SIZE_BYTES: Int = 2
        const val SIZE_BITS: Int = 16
    }

    operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    override operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
    inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
    inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other.toUInt())
    inline operator fun plus(other: ULong): UInt = this.toULong().plus(other.toULong())
}
```
this.toUInt().plus(other) /// Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline fun inc(): UShort = UShort(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline fun dec(): UShort = UShort(data.dec())
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline infix fun rangeTo(other: UShort): UIntRange = UIntRange(this, other)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UShort = UShort(data.inv())
/** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
found in the license/LICENSE.txt file.\n
*/

/**
 * A range of values of type `Char`. \n */
public class CharRange(start: Char,
endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char
        get() = first
    override val endInclusive: Char
        get() = last

    override fun contains(value: Char): Boolean =
        first <= value && value <= last

    override fun isEmpty(): Boolean =
        first > last

    override fun equals(other: Any?): Boolean =
        other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. \n */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type `Int`. \n */
public class IntRange(start: Int,
endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int
        get() = first
    override val endInclusive: Int
        get() = last

    override fun contains(value: Int): Boolean = first <=
        value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. \n */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`. \n */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start,
endInclusive, 1), ClosedRange<Long> {
    override val start: Long
        get() = first
    override val endInclusive: Long
        get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. \n */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}


Boolean = values.isEmpty()
override fun contains(element: T): Boolean = values.contains(element)

override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }

override fun iterator(): Iterator<T> = values.iterator()

// override hidden toArray implementation to prevent copying of values array
public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)

private fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 */
private fun EmptyList(): MutableList<T> = ArrayList()

private fun <T> MutableList(): MutableList<T> = ArrayList()

private fun <T> arrayOf(): MutableList<T> = ArrayList()

private fun <T> ArrayList(): ArrayList<T> = ArrayList()

private fun <T> ArrayList(vararg elements: T): ArrayList<T> =
    if (elements.size > 0) ArrayList(ArrayAsCollection(elements, isVarargs = true))
    else ArrayList()

private fun <T> arraylistOf(): ArrayList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

private fun <T> arraylistOf(vararg elements: T): ArrayList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

private fun <T> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

private fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

private fun <T> List<T>(size: Int, init: (index: Int) -> T): List<T> =
    if (elements.size > 0) ArrayList(ArrayAsCollection(elements, isVarargs = true))
    else ArrayList()

private fun <T> MutableList<T>(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

private fun <T> List<T>(size: Int, init: (index: Int) -> T): List<T> =
    if (elements.size > 0) ArrayList(ArrayAsCollection(elements, isVarargs = true))
    else ArrayList()

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

private fun <T> List<T>(size: Int, init: (index: Int) -> T): List<T> =
    if (elements.size > 0) ArrayList(ArrayAsCollection(elements, isVarargs = true))
    else ArrayList()

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}

private fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index ->
        list.add(init(index))
    }
    return list
}
samples.collections.Collections.collectionIsNullOrEmpty

@SinceKotlin("1.3") @kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.emptyList
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3") @kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T> List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else -> this
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering
 * of its elements. If the list contains multiple elements equal to the specified [element], there is no guarantee
 * that one will be found. The inverted insertion point is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted
 * insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.emptyList
 */
public fun <T : Comparable<T>> List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1) // key not found
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified [comparator].
 * otherwise the result is undefined.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted
 * insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.emptyList
 */
public fun <T, C : Comparator<T>> List<T>.binarySearch(element: T, comparator: C, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1) // key not found
}

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key not found
* Searches this list or its range for an element having the key returned by the specified [selector] function * equal to the provided [key] value using the binary search algorithm. * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. * otherwise the result is undefined. * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found. * * null* value is considered to be less than any non-null value. * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted. * so that the list (or the specified subrange of list) still remains sorted.

```kotlin
/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function * equal to the provided [key] value using the binary search algorithm. * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. * otherwise the result is undefined. * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found. * * null* value is considered to be less than any non-null value. * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

```
Set\langle Map.Entry\langle Any?, Nothing? \rangle \rangle get() = EmptySet\langle Any? \rangle  
override val keys: Set\langle Any? \rangle get() = EmptySet\langle Any? \rangle override val values: Collection\langle Nothing? \rangle get() = EmptyList\langle Nothing? \rangle private fun readResolve(): Any = EmptyMap\langle Any? \rangle \langle Nothing? \rangle * Returns an empty read-only map of specified type.\langle Any? \rangle * The returned map is serializable (JVM).\langle Any? \rangle * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\langle Any? \rangle * public fun \langle K, V \rangle emptyMap(): Map\langle K, V \rangle = @Suppress("UNCHECKED_CAST") (EmptyMap as Map\langle K, V \rangle) \langle Nothing? \rangle * Returns a new read-only map with the specified contents, given as a list of pairs\langle Any?, Nothing? \rangle * where the first value is the key and the second is the value.\langle Any?, Nothing? \rangle * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\langle Any?, Nothing? \rangle * Entries of the map are iterated in the order they were specified.\langle Any?, Nothing? \rangle * The returned map is serializable (JVM).\langle Any?, Nothing? \rangle * @sample samples.collections.Maps.Instantiation.mapFromPairs\langle Any?, Nothing? \rangle * /\langle public fun \langle K, V \rangle mapOf(vararg pairs: Pair\langle K, V \rangle): Map\langle K, V \rangle =\langle Nothing? \rangle if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap() \langle Nothing? \rangle * Returns an empty read-only map.\langle Nothing? \rangle * The returned map preserves the entry iteration order.\langle Nothing? \rangle * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\langle Nothing? \rangle * /\langle public fun \langle K, V \rangle hashMapOf(vararg pairs: Pair\langle K, V \rangle): HashMap\langle K, V \rangle =\langle Nothing? \rangle pairs.toMap(HashMap(mapCapacity(pairs.size)))
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }
    return this == null || isEmpty()
}

/**
 * Returns the 
 * @sample samples.collections.Maps.Usage.mapOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

/**
 * Returns this map if it's not empty or the result of calling [defaultValue] function if
 * the map is empty.
 * @sample samples.collections.Maps.Usage.mapIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if the map contains the given key.
 * @since 1.3
 * @sample samples.collections.Maps.Usage.containsKey
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean =
    this.containsKey(key)

/**
 * Returns `true` if the map maps one or more keys to the specified value.
 * @sample samples.collections.Maps.Usage.containsValue
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
@kotlin.internal.InlineOnly
public inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean =
    this.containsValue(value)

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 * @sample samples.collections.Maps.Usage.remove
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =
    this.remove(key)

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage.getOrElse
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()
V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a map containing all key-value pairs with values matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @param samples.collections.Maps.Filtering.filterValues
 * @param public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
 * val result = LinkedHashMap<Map<K, V>>() for (entry in this) {
 * if (predicate(entry.value)) {
 * result.put(entry.key, entry.value)
 * }
 * return result
 * }
 * *v* *v* *v* Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 * *v* *v* *v* *v* *v* @return the destination map.
 * *v* *v* *v* *v* *v* @sample samples.collections.Maps.Filtering.filterValues
 */
    var result = LinkedHashMap<Map.Entry<in K, in V>>(mapCapacity(size))
    for (entry in this) {
        if (predicate(entry)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @param samples.collections.Maps.Filtering.filterValues
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((this[0]) to it)
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 */
    destination.apply { putAll(this) }

/**
 * Returns a new read-only map containing all key-value pairs from the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((this[0]) to it)
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 */
    destination.apply { putAll(this) }

/**
 * Returns a new map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((this[0]) to it)
    else ->
        toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Returns a new map containing all key-value pairs with values matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @param samples.collections.Maps.Filtering.filterValues
 * @param public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
 * val result = LinkedHashMap<Map<K, V>>() for (entry in this) {
 * if (predicate(entry.value)) {
 * result.put(entry.key, entry.value)
 * }
 * return result
 * }
 * *v* *v* *v* Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 * *v* *v* *v* *v* *v* @return the destination map.
 * *v* *v* *v* *v* *v* @sample samples.collections.Maps.Filtering.filterValues
 */
    var result = LinkedHashMap<Map.Entry<in K, in V>>(mapCapacity(size))
    for (entry in this) {
        if (predicate(entry)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @param samples.collections.Maps.Filtering.filterValues
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((this[0]) to it)
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 */
    destination.apply { putAll(this) }

/**
 * Returns a new read-only map containing all key-value pairs from the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((this[0]) to it)
    else ->
```kotlin
emptyMap() -> toSingletonMap() else -> toMutableMap() Returns a new mutable map containing all key-value pairs from the original map.

/**
 * Returns a new mutable map containing all key-value pairs from the given map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n
/**
 * Creates a new read-only map by replacing one or adding an entry to this map from a given key-value pair.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> =\n
/**
 * Creates a new read-only map by replacing one or adding an entry to this map from a given collection of key-value pairs.
 */
/**
 * Creates a new read-only map by replacing one or adding an entry to this map from a given sequence of key-value pairs.
 */
public operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =\n
/**
 * Creates a new read-only map by replacing one or adding an entry to this map from another map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> Map<out K, V>.plus(map: Map<K, V>): Map<K, V> =\n
/**
 * Returns a map containing all entries of the original map except the entry with the given key.
 */
@SinceKotlin("1.1")
public operator fun <K, V> Map<out K, V>.minus(key: K): Map<K, V> =\n
/**
 * Returns a map containing all entries of the original map except those entries the keys of which are contained in the given keys collection.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> =\n```
/*
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 * s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0
 * license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*>
        && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "["]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is
 * serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty new [MutableSet].
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet<T>().run {*run * Returns a new [MutableSet] with the given elements. * Elements of the set are iterated in the order they were specified.run * @sample samples.collections.Collections.Sets.mutableSet
 */

/*
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> Map<K, V>.minus(keys: Array<out K>): Map<K, V> = this.toMutableMap().apply {
    minusAssign(keys)
}.optimizeReadOnlyMap() *run * The returned map preserves the entry iteration order of the original map.run * 

/*
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> Map<K, V>.minus(keys: Sequence<K>): Map<K, V> = this.toMutableMap().apply {
    minusAssign(keys)
}.optimizeReadOnlyMap() *run * The returned map preserves the entry iteration order of the original map.run * 

/**
 * Removes all entries the keys of which are contained in the given [keys] from this mutable map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] from this mutable map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] from this mutable map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] from this mutable map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Collection<K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] from this mutable map.
 */
@SinceKotlin("1.1")
public operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}

/public Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - Kafka-Connect 280
Possible leading sign
        if (length == 1) return null // non-digit (possible sign) only, no digits after

        start: Int
        val isNegative: Boolean
        val limit: Long

        val firstChar = this[0]
        if (firstChar < '0') {  // Possible leading sign

            limitBeforeMul = limit / radix
            var result = 0L
            for (i in start..<(length - 1)) {
                val digit = digitOf(this[i], radix)
                result = digit * result
            }
            if (result < limitBeforeMul) return null

            result *= radix
            if (result < limit + digit)
                result = 0L
            for (i in start..(length - 1)) {
                val digit = digitOf(this[i], radix)
                result -= digit
            }
            return if (isNegative) result else -result
        }

        limit = -Int.MAX_VALUE
    } else {
        start = 0
        if (firstChar == '+') {
            isNegative = true
            limit = Int.MIN_VALUE
        } else if (firstChar == '-') {
            isNegative = true
            limit = Int.MAX_VALUE
        } else {
            return null
        }

        result = 0L
        for (i in start..<(length - 1)) {
            val digit = digitOf(this[i], radix)
            result = digit * result
        }
        if (result < limitBeforeMul) return null

        result = digit * result
        result -= digit
    }

    return if (isNegative) result else -result
}

/**
 * Parses the string as a 
 [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE)
        return null
    return int
}

/**
 * Parses the string as a 
 [Int] number and returns the result
 * or `null` if the string is not a valid representation of
 * a number.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE)
        return null
    return int
}

/**
 * Parses the string as a 
 [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE)
        return null
    return int
}

/**
 * Parses the string as a 
 [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toCharOrNull(radix: Int): Char? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Char.MIN_VALUE || int > Char.MAX_VALUE)
        return null
    return int
}
if (firstChar == '-') {
    isNegative = true
    limit = Long.MIN_VALUE
} else if (firstChar == '+') {
    isNegative = false
    limit = -Long.MAX_VALUE
} else {
    return null
} else {
    start = 0
    isNegative = false
    limit = -Long.MAX_VALUE
}

val limitBeforeMul = limit / radix
var result = 0L
for (i in start..(length - 1)) {
    val digit = digitOf(this[i], radix)
    if (digit < 0) return null
    if (result < limitBeforeMul) return null
    result *= radix
    if (result < limit + digit) return null
    result -= digit
}

return if (isNegative) result else -result
}

internal fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

/*
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 */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)

package kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) ULong(0) else ULong(1)
    }

    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend / divisor)
    }

    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    return if (ULong(rem) >= ULong(divisor)) quotient + 1 else quotient

    // Otherwise, approximate the quotient, check, and correct if necessary.
    var v = v1
    while (v < UInt.MIN_VALUE.toDouble() || v >= UInt.MAX_VALUE.toDouble()) v = v1 // dividend < divisor
    while (v >= Int.MAX_VALUE) v = v1 // dividend < divisor
    while (v1 < v2) {
        v = v1 // dividend < divisor
    }

    return if (dividend >= 0) {
        return ULong(dividend % divisor)
    } else {
        return ULong(dividend / divisor)
    }
}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) v1 // dividend < divisor
    } else {
        return dividend - v1 * divisor
    }

    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return dividend % divisor
    }

    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    return if (ULong(rem) >= ULong(divisor)) quotient + 1 else quotient

    // Otherwise, approximate the quotient, check, and correct if necessary.
    var v = v1
    while (v < UInt.MIN_VALUE.toDouble() || v >= UInt.MAX_VALUE.toDouble()) v = v1 // dividend < divisor
    while (v >= Int.MAX_VALUE) v = v1 // dividend < divisor
    while (v1 < v2) {
        v = v1 // dividend < divisor
    }

    return if (dividend >= 0) {
        return ULong(dividend % divisor)
    } else {
        return ULong(dividend / divisor)
    }
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
    else -> (v - Int.MAX_VALUE.toDouble()).toUInt() + Int.MAX_VALUE.toUInt()
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v <= Long.MAX_VALUE.toDouble() -> v.toULong()
    else -> v.toULong() - Long.MAX_VALUE.toULong() + v.toULong()
}

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2u

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047).toDouble()

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    return if (rem >= base) {
        rem -= base
        quotient += 1
    } else {
        return if (rem >= base) quotient + 1 else quotient
    }
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
Iterateable(crossinline iterator: () -> Iterator<T>): Iterateable<T> = object : Iterateable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values
 * through the [Iterator]\n * * provided by that function.\n * * @sample
 * samples.collections.Iterables.Building.iterable\n */

Iterable<IndexedValue<T>> = IndexingIterator(IterableFactory())\n\n\nIterateable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

Iterateable<T>.collectionSizeOrDefault(default: Int) = if (this is Collection<*>) this.size else default

Iterateable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
{
    when (this)
    { is Set -> this
        is Collection && source.size < 2 -> this
        else -> if (this.safeToConvertToSet()) toHashSet() else this
    }
}

Iterateable<T>.convertToSetForSetOperation(): Collection<T> =
{
    when (this)
    { is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }
}

Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this)
    
        result.addAll(element)
    
    return result
}

Iterable<T, R>.zip(): Pair<Iterable<T>, Iterable<R>> =
{
    val listT = ArrayList<T>()
    val listR = ArrayList<R>()
    for (pair in this)
    
        listT.add(pair.first)
        listR.add(pair.second)
    
    return listT to listR
}

Iterable<*>.asSequence(): Sequence<T> =
{
    override fun iterator(): Iterator<T> =
    
        Sequence(mapIndexed { index, value -> value })
    
    return_sequences
}

Sequence<T>.flatMap{ transformer: T -> Sequence } =
{
    override fun iterator(): Iterator<T> =
    
        Sequence(transformer.iterator())
    
    return_sequences
}
private class DistinctSequence<T, K>(private val source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {

    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)

    private class DistinctIterator<T, K>(private val source: Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {
        override fun computeNext() {
            while (iterator.hasNext()) {
                val next = source.next()
                val key = keySelector(next)

                if (!hasNext) 
                    hasNext = true

                if (key in observed) 
                    throw NoSuchElementException()

                val item = next
                observed.add(key)
            }

            nextState = 1 // -1 for unknown, 0 for done, 1 for continue

            if (nextState == 1)
                throw NoSuchElementException()

        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return nextState == 1
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext() // will change nextState

            if (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item)) {
                    nextItem = item
                    return item
                }
            }
            nextState = 0
            return hasNext() {
                return if (dropState == -1) null
                else null
            }
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the given [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class TakeWhileSequence<T>(private val sequence: Sequence<T>, private val predicate: (T) -> Boolean) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var count = sequence.count()
        var left = count

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DropWhileSequence<T>(private val sequence: Sequence<T>, private val predicate: (T) -> Boolean) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var count = sequence.count()
        var left = count

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DropSequence<T>(private val sequence: Sequence<T>, private val count: Int) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var left = count
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DropTakeSequence<T>(private val sequence: Sequence<T>, private val count: Int) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var left = count
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DistinctSequence<T, K>(private val sequence: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var count = sequence.count()
        var left = count

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DropSequence<T>(private val sequence: Sequence<T>, private val count: Int) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var left = count
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] returns `true`, and stops returning values once the function returns `false` for the next element. *
 * *
 * @param sequence the underlying sequence *
 * @param predicate the predicate function used to determine whether to return values *
 * @param <T> the type of the elements in the sequence *
 * @param <K> the type of the keys used for identifying distinct elements *
 * @constructor creates a new sequence that filters elements based on the specified predicate.
 * @throws NoSuchElementException if there are no elements available for iteration.
 */
internal class DistinctSequence<T, K>(private val sequence: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T>,

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var count = sequence.count()
        var left = count

        override fun hasNext(): Boolean {
            if (left <= 0)
                throw NoSuchElementException()
            left--
            return true
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }
    }
}
private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?, private val
getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue
        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else 1
        }

        override fun
next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * Returns a wrapper sequence that
provides values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.
 * The returned sequence is constrained to be iterated only once.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence defined by the starting value [seed] and the function [nextFunction],
which is invoked to calculate the next value based on the previous one on each iteration.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times, each time starting with [seed].
 * The sequence is constrained to be iterated only once.
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
}

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,
and the [nextFunction], which is invoked to
calculate the next value based on the previous one on each iteration.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> {
    return GeneratorSequence(seedFunction, nextFunction).constrainOnce()
}

/**
 * Throws an [IllegalArgumentException] if the [value] is
false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        throw IllegalArgument(message = value.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        throw IllegalArgumentException(lazyMessage.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null
value.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")
package kotlin
import kotlin.contracts.Contract
/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

*@
```
of this array.

```java
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
public actual fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Elements.asList
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n *\n * @sample samples.collections.Collections.Elements.contentDeepEquals
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}
```

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contains itself on any nesting level the behavior is undefined.

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the
 * contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level that reference
 * is rendered as `\"[...]\"` to prevent recursion.
 * @sample samples.collections.Arrays.ArraysContentOperations.ContentDeepHashCode
 */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays
 * are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}
```

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*structurally* equal to one another; i.e. contain the same number of the same elements in the same order.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    defineExternally
    return
```

```kotlin
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    defineExternally
    return
```

```kotlin
/**
 * Returns a string representation of the contents of the specified array as
 * if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    defineExternally
    return
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String {
    defineExternally
    return
```
array indices or when `startIndex > endIndex`.\n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n* or when that index is out of the [destination] array indices range.\n* @return the [destination] array.\n*
*\n@SinceKotlin(""1.3"\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0,\n    startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(),\n        destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n    return destination\n*\n* \n* Copies this array or its subrange into the [destination] array and returns that array.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* \n* @return the [destination] array.\n*
*\n@SinceKotlin(""1.3"\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0,\n    startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(),\n        destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n    return destination\n*\n* \n* Copies this array or its subrange into the [destination] array and returns that array.\n* \n* \n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* \n* \n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* \n* @return the [destination] array.\n*
*\n@SinceKotlin(""1.3"\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0,\n    startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(),\n        destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n    return destination\n*\n* \n* Copies this array or its subrange into the [destination] array and returns that array.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* \n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* \n* @return the [destination] array.\n*
*\n@SinceKotlin(""1.3"\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0,\n    startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(),\n        destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n    return destination\n*\n* \n* Copies this array or its subrange into the [destination] array and returns that array.\n* @param destination the array to copy to.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* \n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* \n* @return the [destination] array.\n*
destination range.

@throws IndexOutOfBoundsException when `startIndex > endIndex`. The
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

*An@SinceKotlin("1.3.1")@kotlin.internal.InlineOnly@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual inline fun BooleanArray.copyOf(): BooleanArray {
    return withType("BooleanArray", this.asDynamic().slice())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */

public actual fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */

public actual fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice()<"FloatArray">()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */

public actual fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()<"DoubleArray">()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice()<"ByteArray">()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice()<"ShortArray">()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice()<"IntArray">()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun FloatArray.copyOf(): FloatArray {
    return withType("FloatArray", this.asDynamic().slice())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return withType("DoubleArray", this.asDynamic().slice())
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */

public actual inline fun BooleanArray.copyOf(): BooleanArray {
    return withType("BooleanArray", this.asDynamic().slice())
}
which is a copy of the original array.

```kotlin
public actual fun CharArray.copyOf(): CharArray {
    return withType("CharArray", this.asDynamic().slice())
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", arrayCopyResize(this, newSize, 0))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("ByteArray", arrayCopyResize(this, newSize, 0L))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("ShortArray", arrayCopyResize(this, newSize, 0))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("IntArray", arrayCopyResize(this, newSize, 0))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("FloatArray", arrayCopyResize(this, newSize, 0f))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("DoubleArray", arrayCopyResize(this, newSize, 0.0))
}
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}
```
new array which is a copy of the original array, resized to the given [newSize].
The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.

samples.Collections.Arrays.CopyOfOperations.resizedPrimitiveCopy

CharArray.copyOf(newSize: Int): CharArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

samples.Collections.Arrays.CopyOfOperations.resizingCopyOf

Array.copyOf(newSize: Int): Array<T?>

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

* The copy is either truncated or padded at the end with `null` values if necessary.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
@param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
  @param fromIndex the start of the range (inclusive), must be in `0..array.size`
  @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
  return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
  return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
  this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
  this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
  this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
  this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
  this.asDynamic().fill(element, fromIndex, toIndex)
}
toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 *
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
 * is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 *
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
 * is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 *
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
 * is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 *
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
 * is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}
Returns an array containing all elements of the original array and then the given [element].

*/
@Suppress("NOTHING_TO_INLINE") public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT") public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE") public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return primitiveArrayConcat(this, elements)
}

```
LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@Suppress("NOTHING_TO_INLINE")
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun
Not so useful without type inference for receiver of expression

```java
compareValuesWith(v1, v2, compareBy { it.prop1 })
```

thenByDescending { it.prop2 }

/* */ // *//\@Suppress("NOTHING_TO_INLINE")*/\n/public inline fun <T>

```
compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)*/\n/public inline fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
// public inline fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
// public inline fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
```

```kotlin
@Suppress("NOTHING_TO_INLINE")
// public inline fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
```
samples.comparisons.Comparisons.thenByDescending\r\n */\r\n@kotlin.internal.InlineOnly\r\npublic inline fun
<T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\r\n
Comparator { a, b ->\r\n
val previousCompare = this@thenByDescending.compare(a, b)\r\n
if
(previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)\r\n }\r\n\r\n/**\r\n * Creates a
descending comparator comparing values after the primary comparator defined them equal. It uses\r\n * the
[selector] function to transform values and then compares them with the given [comparator].\r\n *\r\n * @sample
samples.comparisons.Comparisons.thenByDescendingWithComparator\r\n
*/\r\n@kotlin.internal.InlineOnly\r\npublic inline fun <T, K> Comparator<T>.thenByDescending(comparator:
Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\r\n Comparator { a, b ->\r\n
val
previousCompare = this@thenByDescending.compare(a, b)\r\n
if (previousCompare != 0) previousCompare
else compareValuesBy(b, a, comparator, selector)\r\n }\r\n\r\n\r\n/**\r\n * Creates a comparator using the primary
comparator and function to calculate a result of comparison.\r\n *\r\n * @sample
samples.comparisons.Comparisons.thenComparator\r\n */\r\n@kotlin.internal.InlineOnly\r\npublic inline fun <T>
Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =\r\n Comparator {
a, b ->\r\n
val previousCompare = this@thenComparator.compare(a, b)\r\n
if (previousCompare != 0)
previousCompare else comparison(a, b)\r\n }\r\n\r\n/**\r\n * Combines this comparator and the given
[comparator] such that the latter is applied only\r\n * when the former considered values equal.\r\n *\r\n * @sample
samples.comparisons.Comparisons.then\r\n */\r\npublic infix fun <T> Comparator<T>.then(comparator:
Comparator<in T>): Comparator<T> =\r\n Comparator { a, b ->\r\n
val previousCompare =
this@then.compare(a, b)\r\n
if (previousCompare != 0) previousCompare else comparator.compare(a, b)\r\n
}\r\n\r\n/**\r\n * Combines this comparator and the given [comparator] such that the latter is applied only\r\n *
when the former considered values equal.\r\n *\r\n * @sample
samples.comparisons.Comparisons.thenDescending\r\n */\r\npublic infix fun <T>
Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =\r\n Comparator<T> { a, b >\r\n
val previousCompare = this@thenDescending.compare(a, b)\r\n
if (previousCompare != 0)
previousCompare else comparator.compare(b, a)\r\n }\r\n\r\n// Not so useful without type inference for receiver of
expression\r\n/**\r\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\r\n
* considering `null` value less than any other value.\r\n *\r\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\r\n */\r\npublic fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =\r\n Comparator { a, b ->\r\n
when {\r\n
a === b -> 0\r\n
a == null -> -1\r\n
b == null -> 1\r\n
else -> comparator.compare(a, b)\r\n
}\r\n }\r\n\r\n/**\r\n * Provides a comparator of nullable [Comparable] values\r\n * considering `null` value less
than any other value.\r\n *\r\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\r\n
*/\r\n@kotlin.internal.InlineOnly\r\npublic inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
nullsFirst(naturalOrder())\r\n\r\n/**\r\n * Extends the given [comparator] of non-nullable values to a comparator of
nullable values\r\n * considering `null` value greater than any other value.\r\n *\r\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\r\n */\r\npublic fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =\r\n Comparator { a, b ->\r\n
when {\r\n
a === b -> 0\r\n
a == null -> 1\r\n
b == null -> -1\r\n
else -> comparator.compare(a, b)\r\n
}\r\n }\r\n\r\n/**\r\n * Provides a comparator of nullable [Comparable] values\r\n * considering `null` value
greater than any other value.\r\n *\r\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\r\n
*/\r\n@kotlin.internal.InlineOnly\r\npublic inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
nullsLast(naturalOrder())\r\n\r\n/**\r\n * Returns a comparator that compares [Comparable] objects in natural
order.\r\n *\r\n * @sample samples.comparisons.Comparisons.naturalOrderComparator\r\n */\r\npublic fun <T :
Comparable<T>> naturalOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\")
(NaturalOrderComparator as Comparator<T>)\r\n\r\n/**\r\n * Returns a comparator that compares [Comparable]
objects in reversed natural order.\r\n *\r\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\r\n */\r\npublic fun <T : Comparable<T>>

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reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 * @return a reverseOrder comparator
 */
public fun <T> Comparator<T>.reverse(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
    else -> ReversedComparator(this)
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @.Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin

public actual interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

public actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparison(a, b)
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 * @param message a string explaining why the implementation is missing
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return receiver.block()
}
inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte { return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
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@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
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@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int { return Math.max(a, b, c).toInt() } * Returns the greater of three values.

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
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@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short { return Math.max(a, b, c).toInt() } * Returns the greater of three values.

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 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
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@kotlin.internal.InlineOnly
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public actual inline fun maxOf(a: Long, b: Long, c: Long): Long { return Math.max(a, b, c) } * Returns the greater of three values.

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
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public actual inline fun maxOf(a: Float, b: Float, c: Float): Float { return Math.max(a, b, c) } * Returns the greater of three values.

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public actual inline fun minOf(a: Long, b: Long): Long { return if (a <= b) a else b } * Returns the smaller of two values.

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public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the collection.
 */
public operator fun <T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.
 */
@kotlin.internal.InlineOnly
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return get(index)
}

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

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

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
[predicate], or 'null' if no such element was found.

```kotlin
fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    if (this is List)
        return lastOrNull(predicate)
    else
        return findLast(predicate, 0, this.size)
}
```

```kotlin
fun <T> Iterable<T>.firstOrNull(): T? {
    if (isEmpty())
        return null
    else
        return firstOrNull(predicate)
}
```

```kotlin
fun <T> Iterable<T>.findFirst(predicate: (T) -> Boolean): T {
    for (element in this)
        if (predicate(element))
            return element
    throw NoSuchElementException("List is empty.")
}
```

```kotlin
fun <T> List<T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    else
        return getOrNull(0)
}
```

```kotlin
fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    if (isEmpty())
        return -1
    else
        return indexOfFirst(predicate, 0, this.size)
}
```

```kotlin
fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return lastIndex
}
```

```kotlin
fun <T> List<T>.indexOf(element: T): Int {
    return getOrNull(element) ?: -1
}
```

```kotlin
fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex)
        get(exception = index)
        defaultValue(index)
    else
        null
}
```

```kotlin
fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```
element.

@throws [NoSuchElementException] if the list is empty.

* @public fun <T> List<T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[lastIndex]
}

* @throws [NoSuchElementException] if the list does not contain element.

var lastIndex = -1

@public fun <T> List<T>.lastIndexOf(element: T): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (element == element) return
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

@public fun <T> List<T>.lastOrNull(): T? {
    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> 
    }
}

@public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("List contains no element matching the predicate.")
    return last
}

public fun <T> List<T>.last(): T {
    return lastIndexOf(element)
}

@public fun <T> Collection<T>.random(): T {
    return random(Random)
}

@public fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

@public fun <T> Iterable<T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> 
    }
}

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

@public fun <T> Collection<T>.random(): T {
    return random(Random)
}

@public fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
    throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

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    return when (size) {
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    var single: T? = null
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    for (element in this) {
        if (predicate(element)) {
            if (found) throw
            single = element
            found = true
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    }
    if (!found) throw NoSuchElementException("List contains no element matching the predicate.")
    return single
}

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    return random(Random)
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    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
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    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> 
    }
}

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

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    return random(Random)
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        0 -> throw NoSuchElementException("List is empty.")
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    }
}

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    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("List contains no element matching the predicate.")
    return single
}
IllegalArgumentExcept("Collection contains more than one matching element.")

found = true
    )
    return 0
    }
    val this: List<T>
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single =

found = true
    )
    return 0
    }
    val this: Collection<

    if (count >= n) list.add(item) else ++count
    }
    return list.optimizeReadOnlyList()

    return list
        }
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {

    }

    if (this is List<T>) {
        if (this is RandomAccess) {
            list = list
                }
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
            }
        }
    }
    if (!found) return null
    return single

public fun <T> List<T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
    }

public fun <T> Iterable<T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
    }

public inline fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return this
    if (n > size) return emptyList()
    List<T>.dropLast(n: Int): List<T> {
        require(n >= 0) { "Requested element count $n is less than zero." }
        return this.drop(n)
        }
    }
    return emptyList()
        }
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {

    }

    if (this is List<T>) {
        if (this is RandomAccess) {
            list = list
                }
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
            }
        }
    }
    if (!found) return null
    return single
R, C : MutableCollection<R>>.filterIsInstanceTo(destination: C): C { \n for (element in this) if 
(element is R) destination.add(element) \n return destination \n
 * ´Apachelog4j Vulnerability fix - right image - kafka-connect  311

 */
public fun <T> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
    
            @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.take(n: Int): List<T> {
    // Returns a list containing first \(n\) elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.\n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.takeLast(n: Int): List<T> {
    \n * Returns a list containing \(n\) last elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
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    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.take(n: Int): List<T> {
    \n * Returns a list containing first \(n\) elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.takeLast(n: Int): List<T> {
    \n * Returns a list containing \(n\) last elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.take(n: Int): List<T> {
    \n * Returns a list containing first \(n\) elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.takeLast(n: Int): List<T> {
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    \n * Returns a list containing first \(n\) elements.
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    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.takeLast(n: Int): List<T> {
    \n * Returns a list containing \(n\) last elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.take(n: Int): List<T> {
    \n * Returns a list containing first \(n\) elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.takeLast(n: Int): List<T> {
    \n * Returns a list containing \(n\) last elements.
    \n * @throws IllegalArgumentException if \(n\) is negative.
    \n * @sample samples.collections.Collections.Transformations.take.<T>Iterable<T>.take(n: Int): List<T> {
    \n * Returns a list containing first \(n\) elements.
order of the value returned by specified [selector] function.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    return sortedWith(compareByDescending(selector))
}

Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

Iterable<T>.sortedDescendin
have the same key the last one gets added to the map.\n* * The returned map preserves the entry iteration order of the original collection.\n* */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> \{\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity), transform)\n\} \n\* * Returns a [Map] containing the elements from the given collection indexed by the key returned from [keySelector] function applied to each element.\n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* * The returned map preserves the entry iteration order of the original collection.\n* */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> \{\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n\} \n\* * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given collection.\n\* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n\* * The returned map preserves the entry iteration order of the original collection.\n* */
public inline fun <T, K, V> Iterable<T>.associateByTo(destination: MutableMap<in K, in V>, keySelector: (T) -> K, valueTransform: (T) -> V): MutableMap<in K, in V> \{\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n\} \n\* * Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function and value is the element itself.\n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* */
public inline fun <T, K, M : MutableMap<in K, in V>> Iterable<T>.associateWithTo(destination: M, valueSelector: (K) -> V): M \{\n    for (element in this) {\n        destination += Pair(keySelector(element), valueTransform(element))\n    }\n    return destination\n\} \n\* * Returns a [Map] containing the values produced by the [valueSelector] function applied to each element of the given collection.\n* * The returned map preserves the entry iteration order of the original collection.\n* * @sample samples.collections.Collections.Transformations.associateWith\n\} \n\} \n\}
```kotlin
Collection) {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(if (this is List) get(0) else iterator().next())\n    }\n}

fun <T> Collection<T>.toMutableList(): MutableList<T> {\n    return when (this) {\n        ICollection() -> emptyList()\n        else -> toCollection().toMutableList()\n    }\n}

fun <T> Collection<T>.optimizeReadOnlyList(): MutableList<T> {\n    return when (this) {\n        ICollection() -> emptyList()\n        else -> toCollection().optimizeReadOnlyList()\n    }\n}

/**\n * Returns a [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Iterable<T>.toMutableList(): MutableList<T> {\n    return when (this) {\n        ICollection() -> emptyList()\n        else -> toCollection().toMutableList()\n    }\n}

/**\n * Returns a [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Collection<T>.toMutableList(): MutableList<T> {\n    return when (this) {\n        ICollection() -> emptyList()\n        else -> toCollection().toMutableList()\n    }\n}

/**\n * Returns a [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Collection<T>.toSet(): Set<T> {\n    return when (this) {\n        ICollection() -> emptySet()\n        else -> toCollection().toSet()\n    }\n}

/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.\n */\npublic fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n    return when (this) {\n        ICollection() -> emptyList()\n        else -> toCollection().flatMap(transform)\n    }\n}

/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}

/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements.\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<T>() }\n        list.add(element)\n    }\n    return destination\n}

/**\n * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n */\n@SinceKotlin("1.1")\npublic inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n    return object : Grouping<T, K> {\n        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n        override fun keyOf(element: T): K = keySelector(element)\n    }\n}
```

[transform] function\n* to each element in the original collection.* @sample

to each element and its index in the original collection.* @param [transform] function that takes the index of an element and the element itself\n*
and returns the result of the transform applied to the element.* @sample

```
Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}
```

Applies the given [transform] function to each element and its index in the original collection\n* and appends only the non-null results to the given [destination].\n*

```
Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}
```

Applies the given [transform] function to each element of the original collection\n* and appends only distinct elements from the given collection.\n*

```
Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }\n}
```

Returns a list containing only distinct elements from the given collection.* @param [transform] function that takes the index of an element and the element itself\n*
and returns the result of the transform applied to the element.* @param [transform] function that takes the index of an element and the element itself\n*
and returns the result of the transform applied to the element.* @param [transform] function that takes the index of an element and the element itself\n*
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and returns the result of the transform applied to the element.* @param [transform] function that takes the index of an element and the element itself\n*
and returns the result of the transform applied to the element.* @param [transform] function that takes the index of an element and the element itself\n*
and returns the result of the transform applied to the element.* @param [transform] function that takes the index of an element and the element itself\n*
inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit

var index = 0
for (item in this)
    action(index++, item)
inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    return true
}

fun <T> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) { 
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

fun <T> List<T>.reduceIndexed(operation: (index: Int, T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previousIndex(), iterator.previous(), accumulator)
    }
    return accumulator
}

fun <T> List<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

@Suppress("UNCHECKED_CAST")
fun <T> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun <T> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) { 
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

fun <T> List<T>.reduceIndexed(operation: (index: Int, T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

@Suppress("UNCHECKED_CAST")
fun <T> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    return if (this is Collection) return addAll(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given
 * [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {
    return addAll(plus(elements))
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given
 * [elements] sequence.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this collection with the given [step], where each snapshot is a list containing all elements of
 * the original collection and then the given [element].
 */
    checkWindowSizeStep(size, step)
    var index = 0
    while (index < this.size) {
        val windowSize = size.coerceAtMost(this.size - index)
        if (windowSize < size && !partialWindows) break
        result.add(List(windowSize) { this[it + index] })
        index += step
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to
 * an each list representing a view over the window of the given [size]
 * sliding along this collection with the given [step].
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 */
    checkWindowSizeStep(size, step)
    var index = 0
    while (index < this.size) {
        val windowSize = size.coerceAtMost(this.size - index)
        result.add(transform(window))
        index += step
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this`
collection and the [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.2")
public infix fun <T, R> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two
 * elements.

 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()

    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix]
 * if supplied. * * If the collection could be huge, you can specify a non-negative value of [limit], in which case
 * only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\"...\"").

 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].

 * @kotlin.internal.InlineOnly
 */
public inline fun <T> Iterable<T>.asIterable():
Iterable<T> {  // return this
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.
 */
samples.collections.Sequences.Builder.sequenceFromCollection

/**
 * Returns an average value of elements in the collection.
 */
public fun <T> Iterable<T>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

Iterator<
/*
 * Copyright 2010-2018
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun Array<out T>?.orEmpty(): Array<out T> = this ?:

@kotlin.internal.InlineOnly
public actual inline fun Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> = unsafeCast<Array<T>>(collection.asDynamic().toArray())

@JsName("copyToArrayImpl")
internal
actual fun copyToArrayImpl(collection: Collection<*>) : Array<Any?> =

    val array = emptyArray<Any?>()
    var iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array

    fun copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> =
        if (index < array.size) {
            array[index] = null
        } else {
            array[array.size++] = iterator.next()
        }
    return array as Array<T>*

    fun copyToArrayImpl(collection: Collection<*>, array: Array<Any?>): Array<Any?> =
        var index = 0
        val iterator = collection.iterator()
        while (iterator.hasNext())
            array[index++] = iterator.next()
        return array

    private fun <T, K> copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =
        if (isVarargs)
            this
        else
            this.copyOf()

    fun checkIndexOverflow(index: Int): Int =
        if (index < 0) {
            throwIndexOverflow()
        }
        index

    fun checkCountOverflow(count: Int): Int =
        if (count < 0) {
            throwCountOverflow()
        }
        count

    fun checkSizeOverflow(size: Int): Int =
        if (size < 0) {
            throwSizeOverflow()
        }
        size

    fun checkRangeIndexes(startIndex: Int, endIndex: Int): Int =
        if (startIndex < 0) {
            throwRangeIndexes(startIndex, endIndex, size)
        }
        endIndex

    fun checkRangeSize(size: Int): Int =
        if (size < 0) {
            throwRangeSize(size)
        }
        size

    fun checkRangeIndexesAndSize(startIndex: Int, endIndex: Int, size: Int): Int =
        if (startIndex > endIndex) {
            throwRangeIndexesAndSize(startIndex, endIndex, size)
        }
        endIndex

    fun checkRangeIndexesAndSizeAndOffset(startIndex: Int, endIndex: Int, size: Int, offset: Int): Int =
        if (startIndex > endIndex || startIndex >= size || endIndex < 0) {
            throwRangeIndexesAndSizeAndOffset(startIndex, endIndex, size, offset)
        }
        endIndex

    fun checkRangeSizesAndOffsets(size1: Int, size2: Int, offset1: Int, offset2: Int): Int =
        if (size1 < 0 || size2 < 0 || offset1 < 0 || offset2 < 0) {
            throwRangeSizesAndOffsets(size1, size2, offset1, offset2)
        }
        size2

    fun checkRangeSizesAndOffsetsAndIndex(size1: Int, size2: Int, offset1: Int, offset2: Int, index: Int): Int =
        if (size1 < 0 || size2 < 0 || offset1 < 0 || offset2 < 0 || index < 0) {
            throwRangeSizesAndOffsetsAndIndex(size1, size2, offset1, offset2, index)
        }
        index

    fun checkRangeSizesAndOffsetsAndIndexAndOffset(size1: Int, size2: Int, offset1: Int, offset2: Int, index: Int, offset: Int): Int =
        if (size1 < 0 || size2 < 0 || offset1 < 0 || offset2 < 0 || index < 0 || offset < 0) {
            throwRangeSizesAndOffsetsAndIndexAndOffset(size1, size2, offset1, offset2, index, offset)
        }
        index

    fun copyToAnyArray(array: Any?, destination: Any?): Any? =
        if (array == null) {
            return null
        }
        if (destination == null) {
            return array
        }
        if (array === destination) {
            return array
        }
        if (array.size == destination.size) {
            return copyToAnyArray(array, destination)
        }
        copyToAnyArray(array, destination)

    fun copyToAnyArrayWithSize(array: Any?, destination: Any?, size: Int): Any? =
        if (size < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSize(array, destination, size)
        }
        copyToAnyArrayWithSize(array, destination, size)

    fun copyToAnyArrayWithSizeAndIndex(array: Any?, destination: Any?, startIndex: Int, endIndex: Int): Any? =
        if (startIndex < 0 || endIndex < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndex(array, destination, startIndex, endIndex)
        }
        copyToAnyArrayWithSizeAndIndex(array, destination, startIndex, endIndex)

    fun copyToAnyArrayWithSizeAndIndexAndOffset(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffset(array, destination, startIndex, endIndex, offset)
        }
        copyToAnyArrayWithSizeAndIndexAndOffset(array, destination, startIndex, endIndex, offset)

    fun copyToAnyArrayWithSizeAndIndexAndOffsetAndIndex(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int, index: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0 || index < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffsetAndIndex(array, destination, startIndex, endIndex, offset, index)
        }
        copyToAnyArrayWithSizeAndIndexAndOffsetAndIndex(array, destination, startIndex, endIndex, offset, index)

    fun copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffset(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int, index: Int, offset2: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0 || index < 0 || offset2 < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffset(array, destination, startIndex, endIndex, offset, index, offset2)
        }
        copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffset(array, destination, startIndex, endIndex, offset, index, offset2)

    fun copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndex(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int, index: Int, offset2: Int, index2: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0 || index < 0 || offset2 < 0 || index2 < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2)
        }
        copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2)

    fun copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndex(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int, index: Int, offset2: Int, index2: Int, index3: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0 || index < 0 || offset2 < 0 || index2 < 0 || index3 < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2, index3)
        }
        copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2, index3)

    fun copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndexAndIndex(array: Any?, destination: Any?, startIndex: Int, endIndex: Int, offset: Int, index: Int, offset2: Int, index2: Int, index3: Int, index4: Int): Any? =
        if (startIndex < 0 || endIndex < 0 || offset < 0 || index < 0 || offset2 < 0 || index2 < 0 || index3 < 0 || index4 < 0) {
            throwSizeOverflow()
        }
        if (array == null) {
            return null
        }
        if (size < array.size) {
            return copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndexAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2, index3, index4)
        }
        copyToAnyArrayWithSizeAndIndexAndOffsetAndIndexAndOffsetAndIndexAndIndexAndIndex(array, destination, startIndex, endIndex, offset, index, offset2, index2, index3, index4)
throwCountOverflow Palestino * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a 'for' loop. *
 */

inline fun throwCountOverflow(): Int
    return count

}/*
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */

expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

expect inline fun <T> maxOf(a: Byte, b: Byte): Byte

expect inline fun <T> maxOf(a: Short, b: Short): Short

expect inline fun <T> maxOf(a: Int, b: Int): Int

expect inline fun <T> maxOf(a: Long, b: Long): Long

expect inline fun <T> maxOf(a: Float, b: Float): Float

expect inline fun <T> maxOf(a: Double, b: Double): Double

expect fun <T> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c, Comparator<in T>))
}

expect inline fun <T> maxOf(a: Byte, b: Byte, c: Byte): Byte

expect inline fun <T> maxOf(a: Short, b: Short, c: Short): Short

expect inline fun <T> maxOf(a: Int, b: Int, c: Int): Int

expect inline fun <T> maxOf(a: Long, b: Long, c: Long): Long

expect inline fun <T> maxOf(a: Float, b: Float, c: Float): Float

expect inline fun <T> maxOf(a: Double, b: Double, c: Double): Double

expect fun <T> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c, Comparator<in T>))
}
/*
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 * found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file. See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a 
\[List\] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of 
\[transform\] function being invoked on each entry of original map.
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val iterator = element.second.iterator()
        if (!iterator.hasNext())
            return destination
        do {
            destination.add(iterator.next().toPair())
        } while (iterator.hasNext())
    } return destination
}

public fun @kotlin.internal.InlineOnly fun minOf(a: Byte, b: Byte, comparator: Comparator<in Byte>): Byte

public expect inline fun minOf(a: Short, b: Short): Short

public expect inline fun minOf(a: Int, b: Int): Int

public expect inline fun minOf(a: Long, b: Long): Long

public expect inline fun minOf(a: Float, b: Float): Float

public expect inline fun minOf(a: Double, b: Double): Double

public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

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val list = transform(element)  
    destination.addAll(list)  
    return destination
}  

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each entry in the original map. *
 * @param transform The function to apply to each entry.
 * @return A list of results.
 */
fun <K, V, R> map(transform: (Map.Entry<K, V>) -> R): List<R>  
    return mapTo(ArrayList<R>(size),  
        transform)  
}  

/**
 * Returns a list containing only the non-null results of applying the given [transform]
 * function to each entry in the original map and appends the results to the given [destination].
 * @param map The original map.
 * @param transform The function to apply.
 * @param destination The list to append the results to.
 * @return A list of non-null results.
 */
fun <K, V, R> mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R>  
    return mapNotNullTo(ArrayList<R>(),  
        transform)  
}  

/**
 * Applies the given [transform] function to each entry of the original map and appends the results to the given [destination].
 * @param map The original map.
 * @param transform The function to apply.
 * @param destination The list to append the results to.
 * @return A list of results.
 */
fun <K, V, R, C : Collection<R>> mapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C  
    return mapTo(destination, transform)  
}  

/**
 * Returns true if all entries match the given [predicate].
 * @param predicate The predicate to test each entry against.
 * @return true if all entries match.
 */
fun <K, V> all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean  
    if (isEmpty()) return true  
    for (element in this) if (!predicate(element)) return false  
    return true
}  

/**
 * Returns true if map has at least one entry.
 * @return true if map has at least one entry.
 */
fun <K, V> any(): Boolean  
    return !isEmpty()
}  

/**
 * Returns the number of entries matching the given [predicate].
 * @param predicate The predicate to test each entry against.
 * @return The number of matching entries.
 */
fun <K, V> count(predicate: (Map.Entry<K, V>) -> Boolean): Int  
    if (isEmpty()) return 0  
    var count = 0  
    for (element in this) if (predicate(element)) ++count  
    return count
}  

/**
 * Performs the given [action] on each entry.
 * @param action The action to perform on each entry.
 * @return The original map.
 */
@SinceKotlin("1.1")
fun <K, V, M : Map<out K, V>> map(action: (Map.Entry<K, V>) -> Unit): Map<K, V>  
    return map(action)
M.onEach(action: (Map.Entry<K, V>) -> Unit): M { return apply { for (element in this) action(element) } }

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 * license/LICENSE.txt file.
 */

package kotlin.ranges

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> =

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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * The operation is _terminal_.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
 * function if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    for (element in this)
        if (index == count++)
            return element
    return defaultValue(index)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

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

/**
 * Returns first element, or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.findFirst(predicate: (T) -> Boolean): T? {
    for (element in this)
        if (predicate(element))
            return element
    return null
}

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 * license/LICENSE.txt file.
 */

import kotlin.ranges

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun<kotlin.ranges.Sequence.Mutable>: toMutable(): kotlin.collections.MutableSequence<*> =

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 * license/LICENSE.txt file.
 */

package

onEach(action: (Map.Entry<K, V>) -> Unit): M { return apply { for (element in this) action(element) } }

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 * The operation is _terminal_.
 */

"*/
given [predicate], or `null` if element was not found. The operation is _terminal_, *public inline fun
<T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? { var index = 0
for (item in this) { if (predicate(item))
return item
}
return null
}

The operation is _terminal_, *public fun @<kotlin.internal.OnlyInputTypes T>
Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int { var index = 0
for (item in this) { if (predicate(item))
return item
}
return -1
}

The operation is _terminal_, *public inline fun <T> 
Sequence<T>.indexOfLast(predicate: (T) -> Boolean): T? { var last = null
for (item in this) { if (predicate(item))
last = item
}
return last
}

The operation is _terminal_, *public fun
<T> Sequence<T>.lastIndexOf(element: T): Int { var last = -1
for (item in this) { if (element == item)
last = index
}
return last
}

The operation is _terminal_, *public fun
<T> Sequence<T>.lastOrNull(): T? { val iterator = iterator()
if (!iterator.hasNext())
return null
var last = iterator.next()
while (iterator.hasNext())
last = iterator.next()
return last
}

The operation is _terminal_, *public inline fun
<T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? { var last: T? = null
for (item in this) { if (predicate(item))
last = item
}
return last
}

The operation is _terminal_, *public fun
<T> Sequence<T>.single(): T { val iterator = iterator()
if (!iterator.hasNext())
throw NoSuchElementException("Sequence contains no element matching the given predicate.")
@Suppress("UNCHECKED_CAST")
return iterator.next() as T
}

The operation is _terminal_, *public fun
<T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
if (!iterator.hasNext())
return null
val single = iterator.next()
if (iterator.hasNext())
return null
return single
}

The operation is _terminal_, *public fun
<T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? { var last: T? = null
for (item in this) { if (predicate(item))
last = item
}
return last
}

The operation is _terminal_, *public fun
<T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? { var last: T? = null
}
Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {  
var single: T? = null
var found = false
for (element in this) {  
    if (predicate(element)) {  
        if (found) return null
        single = element
        found = true
    }  
}  
if (!found) return null
return single
}  

Returns a sequence containing all elements except first [n] elements.

Sequence<T> {  
    require(n > 0) {  
        \"Requested element count \(n\) is less than zero.\"  
    }
}  

Returns when \(n == 0\) this is DropTakeSequence -> this.drop(n) else -> DropSequence(this, n)

Examples of samples.collections.Collections.Transformations.drop

Sequence<T>.drop(n: Int):

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing only elements matching the given [predicate].

Sequence<T>.dropWhile(predicate: (T) -> Boolean):

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing all elements that are instances of specified type parameter R.

Sequence<T>.filterIsInstance():

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing all elements matching the given [predicate] to the given [destination].

Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean):

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing all elements that are not matching the given [predicate].

Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {  
    return FilteringSequence(this, false, predicate)
}  

Returns a sequence containing all elements that are not matching the given [predicate] to the given [destination].

Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean):

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing all elements that are not matching the given [predicate] to the given [destination].

Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean):

\(\{  \text{\#\#}x\}  \)  

Returns a sequence containing all elements that are not matching the given [predicate] to the given [destination].
Returns a sequence containing first [n] elements. *\n* The operation is _intermediate_ and _stateless_. *\n* @throws IllegalArgumentException if [n] is negative. *\n* @sample samples.collections.Collections.Transformations.take

```java
public fun <T> Sequence<T>.take(n: Int): Sequence<T>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 ->
            emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

Returns a sequence containing first elements satisfying the given [predicate]. *\n* The operation is _intermediate_ and _stateful_. *\n* @sample samples.collections.Collections.Transformations.takeWhile

```java
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

Returns a sequence that yields elements of this sequence sorted according to their natural sort order. *\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *\n* The operation is _intermediate_ and _stateful_. *\n
```java
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}
```

Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function. *\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *\n* The operation is _intermediate_ and _stateful_. *\n
```java
public fun <T> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}
```

Returns a sequence that yields elements of this sequence sorted according to the specified [comparator]. *\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *\n* The operation is _intermediate_ and _stateful_. *\n
```java
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
```

Returns a map containing key-value pairs provided by [transform] function applied to elements of the given sequence. *\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *\n* The operation is _terminal_. *\n
```java
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}
```

Returns a map containing the elements from the given sequence indexed by the key returned from [keySelector] function applied to each element. *\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. *\n* The operation is _terminal_. *\n
```java
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
```

Returns a map containing the values provided by [valueTransform] function applied to elements of the given sequence. *\n* The returned map preserves the entry iteration order of the original sequence. *\n* The operation is _terminal_. *\n
```java
public inline fun <T, K, V> Sequence<T>.associateByTo(LinkedHashMap<K, V>(), transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), transform)
}
```

Returns a map containing the values provided by [valueTransform] function applied to elements of the given sequence. *\n* The returned map preserves the entry iteration order of the original sequence. *\n* The operation is _terminal_. *\n
```java
public inline fun <T, K, V> Sequence<T>.associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}
```

---

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* Populates and returns the [destination] mutable map with key-value pairs,\n  * where key is provided by the [keySelector] function applied to each element of the given sequence,\n  * and value is provided by the [valueTransform] function applied to elements of the given sequence.\n  * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n  * The operation is _terminal_\n  *\n  *\n  *\n  */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
  Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n  * where key is provided by the [keySelector] function applied to each element of the given sequence,\n  * and value is provided by the [valueTransform] function applied to elements of the given sequence.\n  * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n  * The operation is _terminal_\n  *\n  */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
  Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given sequence and values are an empty set.\n  * The operation is _terminal_.\n  */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}

/**
 * Appends all elements to the given [destination] collection.\n  * The operation is _terminal_.\n  */
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.\n  * The operation is _terminal_.\n  */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.\n  * The operation is _terminal_.\n  */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.\n  * The operation is _terminal_.\n  */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.\n  * The returned set preserves the element iteration order of the original sequence.\n  * The operation is _terminal_.\n  */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.\n  * The operation is _intermediate_ and _stateless_.\n  */
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination] mutable map with key-value pairs,\n  * and value is provided by the [valueTransform] function applied to elements of the given sequence.\n  * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n  * The operation is _terminal_.\n  */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
  Sequence<T>.flatMapTo(destination: M, transform: (T) -> Sequence<R>): M {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of...
the original sequence by the key returned by the given [keySelector] function\n * applied to each element and
returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to
each element of the original sequence\n * by the key returned by the given [keySelector] function\n * applied to each element and
puts to the [destination] map each group key associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, MutableList<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and
puts to the [destination] map each group key associated with a list of corresponding elements.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to
each element of the original sequence\n * by the key returned by the given [keySelector] function\n * applied to the element
and puts to the [destination] map each group key associated with a list of corresponding values.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given\n * [transform] function\n * to each element and
its index in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Transformations.map\n */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given\n * [transform] function\n * to each element and
its index in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Transformations.map\n */
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function\n * to each element and
its index in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Transformations.map\n */
public fun <T, R : Any> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).mapIndexedNull(transform).filterNotNull()
}

/**
 * Filters the original sequence by the key returned by the given [keySelector] function\n * applied to each element and
returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n */
public inline fun <T, K> Sequence<T>.filterBy(keySelector: (T) -> K): Map<K, List<T>> {
    return filterByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Filters values returned by the [valueTransform] function applied to
each element of the original sequence\n * by the key returned by the given [keySelector] function\n * applied to each element and
returns a map where each group key is associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n */
public inline fun <T, K, V> Sequence<T>.filterBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, MutableList<V>> {
    return filterByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Filters elements of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and
returns a map where each group key is associated with a list of corresponding elements.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.filterBy\n */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Sequence<T>.filterByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Filters values returned by the [valueTransform] function applied to
each element of the original sequence\n * by the key returned by the given [keySelector] function\n * applied to the element
and returns a map where each group key is associated with a list of corresponding values.\n * The operation is _terminal_.\n * @sample samples.collections.Collections.Transformations.filterBy\n */
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Sequence<T>.filterByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function * to
 * each element in the original sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * The operation returns a set containing only elements from the given sequence * having distinct keys returned by the given [selector] function.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        return count
}

/**
 * Returns `true` if sequence has at least one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns the number of elements matching the given [predicate].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}
'null' if there are no elements. The operation is _terminal_. The operation is _terminal_.

```kotlin
public fun <T : Comparable<T>> Sequence<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements. The operation is _terminal_.
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = null
    while (iterator.hasNext()) {
        val e = iterator.next()
        val v = comparator(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it. The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. The operation is _terminal_.
 */
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence. The operation is _terminal_.
 */
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence. The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence. The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

---

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@SinceKotlin("1.2") public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size].
 * The operation is _intermediate_and_stateful_.
 * The list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @return sequence of results of the [transform] applied to each list.
 * @since Kotlin "1.2"
 */
@SinceKotlin("1.2") public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence except the first occurrence of the given [element].
 * The operation is _intermediate_and_stateless_.
 */
@kotlin.internal.InlineOnly public fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) {
                removed = true; false
            } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_and_stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this@minus.filterNot { it in other }.iterator()
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_and_stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_and_stateful_.
 */
@kotlin.internal.InlineOnly public fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the original sequence into pair of lists,
 * where the first list contains elements for which the [predicate] yielded `true`
 * and the second list contains elements for which the [predicate] yielded `false`.
 */
@kotlin.internal.InlineOnly public fun <T> Sequence<T>.split(predicate: (T) -> Boolean): Pair<Sequence<T>, Sequence<T>> {
    var first = Sequence.emptyList()
    var second = Sequence.emptyList()
    for (element in this) {
        if (predicate(element)) first += element
        else second += element
    }
    return Pair(first, second)
}
while *second* list contains elements for which [predicate] yielded `false`. The operation is _terminal_.

//public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
val first = ArrayList<T>()
val second = ArrayList<T>()
for (element in this) {
    if (predicate(element)) {
        first.add(element)
    } else {
        second.add(element)
    }
}

//public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given
 * elements collection. The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, element).flatten().unwrap() * Returns a sequence containing all elements of original sequence and then
    all elements of the given [elements] array. Note that the source sequence and the array being added are
    iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between
    successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.

    //public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    //    val first = ArrayList<T>()
    //    val second = ArrayList<T>()
    //    for (element in this) {
    //        if (predicate(element)) {
    //            first.add(element)
    //        } else {
    //            second.add(element)
    //        }
    //    }
    //    return Pair(first, second)
    //}
    return sequenceOf(this, element.asList()).flatten().unwrap() * Returns a sequence containing all elements of original sequence and then
    all elements of the given [elements] collection. Note that the source sequence and the collection being added are
    iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between
    successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.

    //public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    //    return plus(elements.asList())
    //} * Returns a sequence containing all elements of original sequence and then
    //all elements of the given [elements] array. Note that the source sequence and the array being added are
    //iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between
    //successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.

    //public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    //    return sequenceOf(this, elements.asSequence()).flatten().unwrap() * Returns a sequence containing all elements of original sequence and then
    //    all elements of the given [elements] collection. Note that the source sequence and the collection being added are
    //    iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between
    //    successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.

    //public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    //    return sequenceOf(this, elements).asSequence().flatten().unwrap() * Returns a sequence containing all elements of original sequence and then
    //    all elements of the given [elements] sequence. Note that the source sequence and the sequence being added are
    //    iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between
    //    successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.

    //public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    //    return plus(element)
    //} * Returns a sequence containing all elements of original sequence and then the given [elements] collection.

    //    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
    //} * Returns a sequence of snapshots of the window of the given [size] sliding
    //along this sequence with the given [step], where each snapshot is a list. Several last lists may have
    //less elements than the given [size]. Both [size] and [step] must be positive and can be greater than
    //the number of elements in this sequence. * The operation is _intermediate_ and _stateless_.

    //    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform)
    //} * Returns a sequence of results of applying the given [transform] function to each list
    //representing a view over the window of the given [size] sliding along this sequence with the given [step]. * The
    //operation is _intermediate_ and _stateless_.

    //    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
    //} * Returns a sequence of values built from the elements of `this` sequence and the
    //[other] sequence with the same index. * The resulting sequence ends as soon as the shortest input sequence ends.

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*un * The operation is _intermediate_ and _stateless_.

@sample
samples.collections.Sequences.Transformations.zipWithNext

/**
 * Returns a sequence containing the results of applying the given [transform] function to each pair of two adjacent elements in this sequence.\n * The returned sequence is empty if this sequence contains less than two elements.\n * The operation is _intermediate_ and _stateless_.
 * @sample
 samples.collections.Collections.Transformations.zipWithNext
 */
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: R) -> R): Sequence<R> {
    return MergingSequence(this, transform)
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * The collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").\n * The operation is _terminal_.
 * @sample
 samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.\n * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.\n * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package
kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import
do not as a cross-platform package
import
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do not as a cross-platform package
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do not as a cross-platform package
import
do not as a cross-platform package
import
do not as a cross-platform package
The returned set preserves the element iteration order of the original set. The elements sequence must be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The returned set preserves the element iteration order of the original set. The elements sequence may be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The elements sequence must be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.removeAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 * The [element] sequence may be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.remove(element)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [elements] sequence.
 * The returned set preserves the element iteration order of the original set. The elements sequence may be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.add(element)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given [elements] array.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file. See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

*/

* // License: Apache 2.0
CharSequence.elementAtOrNull(index: Int): Char? { return this.getOrNull(index) } Returns the first character matching the given [predicate], or `null` if no such character was found.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? { return firstOrNull(predicate) } Returns the last character matching the given [predicate], or `null` if no such character was found.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? { return lastOrNull(predicate) } Returns the first character matching the given [predicate], or `null` if the char sequence is empty.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.firstOrDefault(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
} Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
} Returns the last character matching the given [predicate], or `null` if no such character was found.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.random(): Char {
    return random(Random)
} Returns a random character from this char sequence using the specified source of randomness.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.random(random: Random): Char {
    if (isEmpty())
    throw NoSuchElementException("Char sequence is empty.")
    return random.nextInt(length)
} Returns a random character from this char sequence using the specified source of randomness.
*
*\@SinceKotlin("1.3")\@kotlin.internal.InlineOnly\public inline fun CharSequence.randomized(): Char {
    return random(RANDOM)
} Returns a random character from this char sequence using the specified source of randomness.
*
*\@SinceKotlin("1.3")\@kotlin.internal.InlineOnly\public inline fun CharSequence.randomized(random: Random): Char {
    if (isEmpty())
    throw NoSuchElementException("Char sequence is empty.")
    return get(random.nextInt(length))
} Returns the single character, or throws an exception if the char sequence is empty or has more than one character.
*
*\@kotlin.internal.InlineOnly\public inline fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw NoSuchElementException("Char sequence contains more than one character.")
    }
} Returns the single character, or throws an exception if the char sequence is empty or has more than one character.
IllegalArgumentOutOfRangeException("Char sequence has more than one element.\n")\n\n/*
 * @throws IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\nsingle = element\nfound = true\nfound = false\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

public inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char?\nvar single: Char? = null\nvar found = false\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

public inline fun CharSequence.singleOrNull(): Char?\nvar single: Char? = null\nvar found = false\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

predicate evaluation on the character.
*/

public inline fun CharSequence.filterIndexed(predicate: (index: Int, @param [predicate] function that takes the index of a character and the character itself\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

public inline fun CharSequence.filter(predicate: (Char) -> Boolean): Char?\nvar single: Char? = null\nvar found = false\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

predicate evaluation on the character.
*/

public inline fun CharSequence.filter(predicate: (Char) -> Boolean): Char?\nvar single: Char? = null\nvar found = false\nfor (element in this) \nif (predicate(element)) \nif (found) throw
IllegalArgumentOutOfRangeException("Char sequence contains more than one matching element.\n")\n
*\n*/

Char) -> Boolean): CharSequence {\n    return filterIndexedTo(StringBuilder(), predicate)\n}/*/\n\n* Returns a string containing only those characters from the original string that match the given [predicate].\n\n* @param [predicate] function that takes the index of a character and the character itself\n* and returns the result of predicate evaluation on the character.\n\n* /\n\npublic inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {\n    return filterIndexedTo(StringBuilder(), predicate).toString()\n}/*/\n\n* Appends all characters matching the given [predicate] to the given [destination].\n\n* @param [predicate] function that takes the index of a character and the character itself\n* and returns the result of predicate evaluation on the character.\n\n* /\n\npublic inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n    for (index, element) in destination {\n        if (predicate(index, element)) {\n            destination.append(element)\n        }\n    }\n    return destination\n}/*/\n\n* Returns a char sequence containing only those characters from the original sequence that do not match the given [predicate].\n\n* /\n\npublic inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {\n    return filterNotTo(StringBuilder(), predicate)\n}/*/\n\n* Returns a string containing only those characters from the original string that do not match the given [predicate].\n\n* /\n\npublic inline fun CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (!predicate(element)) {\n            destination.append(element)\n        }\n    }\n    return destination\n}/*/\n\n* Returns a char sequence containing characters of the original char sequence at the specified range of [indices].\n\n* /\n\npublic fun CharSequence.slice(indices: IntRange): CharSequence {\n    if (indices.isEmpty()) return ""\n    return subSequence(indices)\n}/*/\n\n* Returns a string containing characters of the original string at the specified range of [indices].\n\n* /\n\npublic fun String.slice(indices: IntRange): String {\n    if (indices.isEmpty()) return ""\n    return substring(indices)\n}/*/\n\n* Returns a string containing characters of the original char sequence at specified [indices].\n\n* /\n\npublic fun CharSequence.slice(indices: Iterable<Int>): CharSequence {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return ""\n    val result = StringBuilder(size)\n    for (i in indices) {\n        result.append(get(i))\n    }\n    return result\n}/*/\n\n* Returns a char sequence containing characters of the original string at specified [indices].\n\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\npublic fun CharSequence.take(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(0, n.coerceAtMost(length))\n}/*/\n\n* Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.\n\n* /\n\npublic fun String.take(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return substring(0, n.coerceAtMost(length))\n}/*/\n\n* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\npublic fun CharSequence.takeLast(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(length - n.coerceAtMost(length), length)\n}/*/\n\n* Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take\n* /\n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}/*/\n\n* Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n\n* /\n\n@throws IllegalArgumentException if [n] is negative.\n\n* @sample samples.text.Strings.take
char sequence containing last characters that satisfy the given [predicate].

samples.text.Strings.take

*\n
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)\n        }\n    }\n    return this\n}

*\n
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)\n        }\n    }\n    return this\n}

*\n
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(get(index))) {
            return substring(0, index)\n        }\n    }\n    return this\n}

*\n
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()\n}

*\n
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}

*\n
public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}

*\n
public inline fun <K, V> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}

*\n
public inline fun <K, V> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}

*\n
public inline fun <K, V> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}
inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are characters from the given char sequence and values are
 * produced by the [valueSelector] function applied to each character.\n *\n * If any two characters are equal, the last one gets added to the map.\n *\n * The returned map preserves the entry iteration order of the original char sequence.\n *\n * @param keySelector\n * The key selector function to be applied to each character of the original char sequence.\n *\n * @return An empty map.\n */
inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character
 * and puts to the [destination] map each group key associated with a list of corresponding characters.\n *\n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n *\n * @param keySelector\n * The key selector function to be applied to each character of the original char sequence.\n *\n * @param valueSelector\n * The value selector function to be applied to each character of the original char sequence.\n *\n * @return A map where each group key is associated with a list of corresponding values.\n */
inline fun <K, V, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueSelector: (Char) -> V): M {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueSelector)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character
 * and puts to the [destination] map each group key associated with a list of corresponding characters.\n *\n * @param keySelector\n * The key selector function to be applied to each character of the original char sequence.\n *\n * @param valueSelector\n * The value selector function to be applied to each character of the original char sequence.\n *\n * @return A map where each group key is associated with a list of corresponding values.\n */
inline fun <K, V, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueSelector: (Char) -> V): M {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueSelector)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character
 * and returns a map where each group key is associated with a list of corresponding characters.\n *\n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n */
inline fun <K, V> CharSequence.groupByKeysAndValues() {
keySelector: (Char) -> K: M {\n  for (element in this) {\n    val key = keySelector(element)\n    val list = destination.getOrPut(key) { ArrayList<Char>() }\n    list.add(element)\n  }\n  return destination\n}\n\n@sample samples.collections.Transformations.groupKeysAndValues\n
public inline fun <K, V, M : MutableMap<in K,MutableList<V>>> CharSequence:groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    val list = destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  return destination\n}\n
CharSequence:groupByByKeySelector: @sample GroupingBy.crossinline \n
CharSequence.groupingBy(keySelector: (Char) -> K) { G: Grouping<Char, K> \n  override fun sourceIterator(): Iterator<Char> = this\n  override fun keyOf(element: Char): K = keySelector(element)\n}\n
CharSequence.map(transform: (Char) -> R): List<R> {\n  return mapTo(ArrayList<R>(length), transform)\n}\n
CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n  var index = 0\n  for (item in this)\n    destination.add(transform(index++, item))\n  return destination\n}\n
CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {\n  var index = 0\n  for (item in this)\n    destination.add(transform(index++, item))\n  return destination\n}\n
CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {\n  forEachIndexed { index, element -> transform(index, element) }\n}\n
CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {\n  forEachIndexed { index, element -> transform(index, element) }\n}\n
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n  return mapNotNullTo(ArrayList<R>(), transform)\n}\n
CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {\n  forEach { element -> transform(element) }\n}\n
CharSequence:mapTo(destination: C, transform: (Char) -> R): C {\n  for (item in this)\n    destination.add(transform(item))\n  return destination\n}\n
CharSequence:mapTo(destination: C, transform: (Char) -> R): C {\n  for (item in this)\n    destination.add(transform(item))\n  return destination\n}\n
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[IndexedValue] containing the index of that character and the character itself.\n */
public fun
CharSequence.withIndex(): Iterable<IndexedValue<Char>> { return IndexingIterable { iterator() } }

/**
 * Returns `true` if all characters match the given [predicate].\n */
public fun
CharSequence.all(predicate: (Char) -> Boolean): Boolean { for (element in this) if (!predicate(element)) return false\n return true\n }

/**
 * Returns `true` if char sequence has at least one character.\n */
public fun
CharSequence.any(): Boolean { return !isEmpty()\n }

/**
 * Returns `true` if at least one character matches the given [predicate].\n */
public fun
CharSequence.any(predicate: (Char) -> Boolean): Boolean { for (element in this) if (predicate(element)) return true\n return false\n }

/**
 * Returns the length of this char sequence.\n */
public fun
CharSequence.length(): Int { return length\n }

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.\n */
public inline fun
CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n }

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.\n */
public inline fun
CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)\n        --index
    }
    return accumulator\n }

/**
 * Performs the given [action] on each character.\n */
public inline fun
CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)\n }

/**
 * Performs the given [action] on each character, providing sequential index with the character.\n */
public inline fun
CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)\n }

/**
 * Returns the largest character or `null` if there are no characters.\n */
public fun
CharSequence.max(): Char? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (max < e) max = e\n    }
    return max\n }

/**
 * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.\n */
public fun
CharSequence.maxWith(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null\n var max = null\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (max < e) max = e\n    }
    return max\n }

/**
 * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n */
public fun
CharSequence.maxBy(selector: (Char) -> R): Char? { if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {
    val e = this[i]\n    if (maxValue < e) {
        maxElem = e\n        maxValue = e\n    }
}
```kotlin
for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
}
return max
}

/**
 * Returns the smallest character or `null` if there are no characters.
 */
public fun CharSequence.min(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first character yielding the smallest value of the given function or `null` if there are no characters.
 */
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    var minValue = comparator.compare(min, e) > 0
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = comparator(e)
        if (minValue > v) {
            min = e
            minValue = v
        }
    }
    return min
}

/**
 * Returns `true` if the char sequence has no characters.
 */
public fun CharSequence.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no characters match the given [predicate].
 */
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

**Usage notes:**
- `min()`: Returns the smallest character in the sequence.
- `minWith(comparator)`: Returns the first character that yields the smallest value according to the provided comparator or `null` if there are no characters.
- `none()`: Returns `true` if the char sequence has no characters.
- `none(predicate)`: Returns `true` if no characters match the given predicate.

**Additional features:**
- `reduce(operation)`: Accumulates value starting with the first character and applying a function to each character.
- `reduceIndexed(operation)`: Accumulates value starting with the first character and applying a function to each character with its index.
- `reduceRight(operation)`: Accumulates value starting with the last character and applying a function to each character.
- `reduceRightIndexed(operation)`: Accumulates value starting with the last character and applying a function to each character with its index.
- `sumBy(selector)`: Computes the sum of all values produced by applying a selector function to each character.
- `reduce()`: Performs the given action on each character and returns the char sequence itself.

**Error handling:**
- `UnsupportedOperationException`: Thrown when attempting to reduce an empty char sequence.

**Examples:**
- `min()`: Returns the smallest character.
- `minWith(comparator)`: Returns the first character that yields the smallest value according to the comparator.
- `none()`: Checks if the sequence is empty.
- `none(predicate)`: Checks if there are no characters that match the predicate.

**Related functions:**
- `isEqualTo()`: Compares two char sequences for equality.
- `isPrefixOf()`: Checks if one char sequence is a prefix of another.
- `isSuffixOf()`: Checks if one char sequence is a suffix of another.
-> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n\n/* Splits this char sequence into a list of strings each not exceeding the given [size].\n * The last string in the resulting list may have less characters than the given [size].\n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n */\n@sample samples.collections.Collections.Transformations.chunked

*/
@SinceKotlin("1.2.0")
public fun CharSequence.chunked(size: Int): List<String> {\n    return windowed(size, size, partialWindows = true)\n}\n\n/* Splits this char sequence into several char sequences each not exceeding the given [size].\n * The last string in the resulting sequence may have less characters than the given [size].\n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n */\n@sample samples.collections.Collections.Transformations.chunked

*/
@SinceKotlin("1.2.0")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {\n    return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/* Splits this char sequence into several char sequences each not exceeding the given [size].\n * The last string in the resulting sequence may have less characters than the given [size].\n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n */\n@sample samples.collections.Collections.Transformations.chunked

*/
@SinceKotlin("1.2.0")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {\n    return chunkedSequence(size) { it.toString() \n}\n}\n\n/* Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded 'true', \n * while *second* string contains characters for which [predicate] yielded 'false'.\n */
@sample inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<String, String> {\n    val first = StringBuilder()\n    val second = StringBuilder()\n    for (element in this) {\n        if (predicate(element)) {\n            first.append(element)\n        } else {\n            second.append(element)\n        }\n    }\n    return Pair(first.toString(), second.toString())\n}\n\n/* Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where \n * each \n * snapshot is a string.\n * Several last strings may have less characters than the given [size].\n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n */\n@sample samples.collections.Sequences.Transformations.takeWindows

*/
@SinceKotlin("1.2.0")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {\n    return
windowed(size, step, partialWindows) { it.toString() } Returns a list of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last char sequences may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val result = ArrayList<R>((thisSize + step - 1) / step)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index -> transform(subSequence(index, (index + size).coerceAtMost(length))) }
}

infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```kotlin
characters.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length - 1
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound)
            startIndex
        else
            endIndex

        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String = this as CharSequence.trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String = this as CharSequence.trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String = this as CharSequence.trimEnd(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.
 */
public fun CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }

/**
 * Returns a string having leading characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String = trim { it in chars }

/**
 * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.
 */
public fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }

/**
 * Returns a string having trailing characters from the [chars] array removed.
 */
public fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }
```

---

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having trailing characters from the [chars] array removed.

public fun String.trimEnd(vararg chars: Char):

String = trimEnd { it in chars }

Returns a sub sequence of this char sequence having leading and trailing whitespace removed.

var

public fun CharSequence.trim():

CharSequence = trim(Char::isWhitespace)

Returns a string having leading and trailing whitespace removed.

var

@kotlin.internal.InlineOnly

public inline fun String.trim(): String = (this as CharSequence).trim().toString()

Returns a sub sequence of this char sequence having leading whitespace removed.

var

@kotlin.internal.InlineOnly

public inline fun String.trim(): String = (this as CharSequence).trimEnd().toString()

Returns a string having trailing whitespace removed.

var

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public inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()

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Returns a string having trailing whitespace removed.

var

@kotlin.internal.InlineOnly

public inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()
CharSequence.isEmpty(): Boolean = length == 0\n\n/**
 * Returns `true` if this char sequence is not empty.
 */
@sample samples.text.Strings.isNotEmpty

CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this sequence is not empty and contains some characters except of whitespace characters.
 */
@sample samples.text.Strings.isNullOrBlank

CharSequence.isNotBlank(): Boolean = !isBlank()

CharSequence.isEmptyOrBlank(): Boolean = this contract \{ return false \} implies (this@isNullOrBlank != null)\n
CharSequence.isEmptyOrNullOrBlank(): Boolean = this == null || this.isBlank()\n
CharSequence.getCharAt(): Char = get(index++)

CharSequence.subSequence(): String = subSequence(startIndex, endIndex).toString()
1) missingDelimiterValue else substring(0, index)\n
\n
* Returns a substring before the first occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
* /\n
* \n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String \n
* val index = indexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(0, index)\n
* Returns a substring before the first occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String \n
* val index = indexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n
* Returns a substring after the first occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String \n
* val index = indexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n
* Returns a substring after the first occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String \n
* val index = lastIndexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(0, index)\n
* Returns a substring before the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String \n
* val index = lastIndexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(0, index)\n
* Returns a substring before the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String \n
* val index = lastIndexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(0, index)\n
* Returns a substring before the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String \n
* val index = lastIndexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n
* Returns a substring after the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String \n
* val index = lastIndexOf(delimiter)\n
* return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n
* Returns a substring after the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence \n
* if (endIndex < startIndex) throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n
* val sb = StringBuilder()\n
* sb.append(this, 0, startIndex)\n
* sb.append(replacement)\n
* sb.append(this, endIndex, length)\n
* return sb.toString()\n
* Replaces the part of the string at the given range with the [replacement] char sequence.\n
* @param startReplace the index of the first character to be replaced.\n
* @param endIndex the index of the first character after the replacement to keep in the string.\n
* /\n
* \n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence \n
* replaceRange(range.start, range.endInclusive + 1, replacement)\n
* Replaces the part of string at the given [range] with the [replacement] string.\n
* The end index of the [range] is included in the part to be replaced.\n
* /\n
* @param startRange the index of the first character to be replaced.\n
* @param endIndex the index of the first character after the replacement to keep in the string.\n
* /\n
* @\n
* InlineOnly\n
* @\n
* inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String \n
* toString()\n
* Returns a char sequence with content of this char sequence where its part at the given [range] is replaced with the [replacement] char sequence.\n
* The end index of the [range] is included in the part to be replaced.\n
* /\n
* @\n
* InlineOnly\n
* inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String \n
* toString()\n
* Returns a char sequence with content of this char sequence where its part at
the given range is removed.\n
* `@param startIndex the index of the first character to be removed.\n  @param endIndex the index of the first character after the removed part to keep in the string.\n  * The end index of the [range] is not included in the removed part.\n  * `public fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {\n    if (startIndex < endIndex) {\n        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    }\n    return this.subSequence(startIndex, endIndex).toString()\n} \n
* `@param prefix the prefix to remove.\n  @param suffix the suffix to remove.\n  * Returns a new char sequence with content of this char sequence where its part at the given [range] is removed.\n  `The end index of the [range] is included in the removed part.\n
* `@param prefix the prefix to remove.\n  @param suffix the suffix to remove.\n  * Returns a new char sequence with content of this char sequence where its part at the given [range] is removed.\n
* `public fun String.removeRange(startIndex: Int, endIndex: Int): String {\n    if (startIndex < endIndex) {\n        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    }\n    return this.substring(startIndex, endIndex).toString()\n}
```kotlin
/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String
public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given expression.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the result of the given function.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

// JVM- and JS-specific
public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String
    JVM- and JS-specific
    public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String
    // Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given expression.
    // The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string \n * literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.
    //
    *\n    *@kotlin.internal.InlineOnly
    *public inline fun CharSequence.replace(regex: Regex, replacement: String): String
    * = regex.replace(this, replacement)

// JVM- and JS-specific
// Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given expression.
// The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string \n * literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.
*
*\n*@kotlin.internal.InlineOnly
*public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String
* = regex.replace(this, transform)
*/
*/
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*/
*\n* @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.\n*\n* @param CharSequence.replaceFirst(regex: Regex, \n* String): String = regex.replaceFirst(this, replacement)\n* @param CharSequence.matches(\n* CharSequence.matches(pattern: String): Boolean = \n* boolean.valueOf(charSequence.matches(pattern))\n* @param regionMatches(\n* regionMatches(this: CharSequence, other: CharSequence, start: Int, 
* end: Int): Boolean = \n* boolean.valueOf(this.regionMatches(other, start, end))\n* @param CharSequence.commonPrefixWith(other: CharSequence, \n* ignoreCase: Boolean): String =\n* thisCommonPrefixWith(other, ignoreCase)\n* @param CharSequence.commonSuffixWith(other: CharSequence, \n* ignoreCase: Boolean): String =\n* thisCommonSuffixWith(other, ignoreCase)\n* @return An index of the first occurrence of any of the specified \n* chars or -1 if none of [chars] are found.\n* @param CharSequence.indexOfAny(\n* CharSequence.indexOfAny(charSequence: CharSequence, \n* startIndex: Int, \n* ignoreCase: Boolean): Int =\n* this.indexOfAny(charSequence, startIndex, ignoreCase)\n* @return The index of the first occurrence of any of the specified \n* chars starting from [startIndex] and optionally ignoring the case.\n* @param CharSequence.indexOfAny(\n* CharSequence.indexOfAny(charSequence: CharSequence, \n* startIndex: Int, \n* ignoreCase: Boolean): Int =\n* this.indexOfAny(charSequence, startIndex, ignoreCase)\n* @return The index of the first occurrence of any of the specified \n* chars starting from [startIndex] and optionally ignoring the case.

* // common prefix and suffix

* // indexOfAny()

* // indexOfAny()

* // indexOfAny()

* // indexOfAny()

* // indexOfAny()

* // indexOfAny()

* // indexOfAny()
specified [startIndex] and optionally ignoring the case.

```kotlin
public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.
 */
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

/**
 * Returns the index within this string of the first occurrence of the specified [char],
 * starting from the specified [startIndex].
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched string from [strings] that matches this string at that position.
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the first occurrence of the specified [string],
 * starting from the specified [startIndex].
 * @param ignoreCase `true` to ignore character case when matching a string.
 * @return An index of the first occurrence of matched string from [strings] that matches this string at that position.
 */
public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, length, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}

/**
 * Returns the index within this string of the last occurrence of the specified [char],
 * starting from the specified [startIndex].
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character.
 * @return An index of the last occurrence of matched string from [strings] that matches this string at that position.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the last occurrence of the specified [string],
 * starting from the specified [startIndex].
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character.
 * @return An index of the last occurrence of matched string from [strings] that matches this string at that position.
 */
public fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, 0, ignoreCase, last = true)
    else
        nativeLastIndexOf(string, startIndex)
}

/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * @return An index of the first occurrence of matched string from [strings] that matches this string at that position.
 */
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >= 0
```

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@param delimiters One or more strings to be used as delimiters.
*
Splits this char sequence to a sequence of strings around occurrences of the specified 
[delimiters].
*

@param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
*

private val startIndex: Int,
private val limit: Int,
private val getNextMatch: CharSequence.(currentIndex: Int) -> Pair<Int, Int> : Sequence<IntRange> = observe fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {
    var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
    var nextItem: IntRange? = null
    var counter: Int = 0

    private fun calcNext() {
        if (nextState == -1)
            calcNext()
        if (nextState == 0)
            throw NoSuchElementException()
        val result = nextItem as IntRange
        // Clean next to avoid keeping reference on yielded instance
        nextItem = null
        nextState = -1
        return result
    }

    override fun hasNext(): Boolean {
        if (nextState == -1)
            calcNext()
        if (nextState == 0)
            throw NoSuchElementException()
        nextItem = null
        counter = 0

        private fun getNextMatch(nextSearchIndex: Int) : IntRange {
            var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
            var nextItem: IntRange? = null
            var counter: Int = 0
        
        private fun calcNext() {
            if (nextState == -1)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as IntRange
            // Clean next to avoid keeping reference on yielded instance
            nextItem = null
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            nextItem = null
            nextState = -1
            return result
        }
    }

    override fun next(): IntRange {
        if (nextState == -1)
            calcNext()
        if (nextState == 0)
            throw NoSuchElementException()
        val result = nextItem as IntRange
        // Clean next to avoid keeping reference on yielded instance
        nextItem = null
        nextState = -1
        return result
    }
}

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified 
[delimiters].
*
* @param startIndex The index to start searching delimiters from.
* @param delimiters One or more characters to be used as delimiters.
* @param limit The maximum number of substrings to return. Zero by default means no limit.
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.
*/
public inline operator fun
CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean = indexOf(char, ignoreCase = ignoreCase) >= 0

/**
 * Returns 'true' if this char sequence contains at least one match of the specified 
regular expression [regex].
 */
public var @kotlin.internal.InlineOnly
CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified 
[delimiters].
* @param startIndex The index to start searching delimiters from.
* @param delimiters One or more strings to be used as delimiters.
* @param limit The maximum number of substrings to return. Zero by default means no limit.
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regular expression [regex].
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CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean = indexOf(char, ignoreCase = ignoreCase) >= 0

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 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified 
[delimiters].
* @param startIndex The index to start searching delimiters from.
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* @param delimiters One or more characters to be used as delimiters.
* @param limit The maximum number of substrings to return. Zero by default means no limit.
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.
*/
public operator fun
CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)
case when matching a delimiter. By default 'false'.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set.

* @param * @param delimiters One or more strings to be used as delimiters.

* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

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The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

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The maximum number of substrings to return. Zero by default means no limit is set.

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The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

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The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

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The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

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The maximum number of substrings to return. Zero by default means no limit is set.

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The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
separators.

*/
public fun CharSequence.lines(): List<String> = lineSequence().toList()

/*
 * Copyright
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* Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/

package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a
 * String.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a String.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length)
        result += chars[index]
    return result
}

/**
 * Concatenates characters in this
 * CharArray into a String.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this
 * CharArray or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of
 * this array.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this
 * array.
 *
 * Malformed byte sequences are replaced by the replacement char `\uFFFD`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding
 * in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the substring to decode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to decode, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of
 * this array.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}
Apache 2.0 license that can be found in the license/LICENSE.txt file. */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ByteArray(size))
    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size
    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UByteIterator = Iterator(storage)

    private class Iterator(private val array: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size) array[index++].toUByte() else throw
    }

    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if (element is UByte) return false
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index ->
        init(index).toByte()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
internal class UIntArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))
    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if (element is UInt) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())

```kotlin
 override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) is UInt) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0

    override fun get(index: Int): ULong = storage[index].toULong()

    override fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    override val size: Int get() = storage.size

    override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override
```
package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
private @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {
    companion object {
        @const val MIN_VALUE: ULong = ULong(0)
        @const val MAX_VALUE: ULong = ULong(-1)

        @const val SIZE_BYTES: Int = 8
        @const val SIZE_BITS: Int = 64

        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: ULong): Int =
            ulongCompare(this.data, other.data)

        public inline operator fun plus(other: UByte): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: UShort): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: UInt): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: ULong): ULong =
            ULong(this.data.plus(other.data))

        public inline operator fun minus(other: UByte): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: UShort): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: UInt): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: ULong): ULong =
            ULong(this.data.minus(other.data))

        public inline operator fun times(other: UByte): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: UShort): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: UInt): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: ULong): ULong =
            ULong(this.data.times(other.data))

        public inline operator fun div(other: UByte): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: UShort): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: UInt): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: ULong): ULong =
            ULong(this.data.div(other.data))

        public inline operator fun rem(other: UByte): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: UShort): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: UInt): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: ULong): ULong =
            ULong(this.data.rem(other.data))

        public inline operator fun pow(other: UByte): ULong =
            this.pow(other.toULong())

        public inline operator fun pow(other: UShort): ULong =
            this.pow(other.toULong())

        public inline operator fun pow(other: UInt): ULong =
            this.pow(other.toULong())

        public inline operator fun pow(other: ULong): ULong =
            ULong(this.data.pow(other.data))

        public inline operator fun and(other: UByte): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: UShort): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: UInt): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: ULong): ULong =
            ULong(this.data.and(other.data))

        public inline operator fun xor(other: UByte): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: UShort): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: UInt): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: ULong): ULong =
            ULong(this.data.xor(other.data))

        public inline operator fun or(other: UByte): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: UShort): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: UInt): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: ULong): ULong =
            ULong(this.data.or(other.data))

        public inline operator fun not(): ULong =
            this.not()

        public inline operator fun rotateLeft(k: Int): ULong =
            this.rotateLeft(k)

        public inline operator fun rotateRight(k: Int): ULong =
            this.rotateRight(k)
    }
}

public class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {
    companion object {
        const val MIN_VALUE: ULong = ULong(0)
        const val MAX_VALUE: ULong = ULong(-1)

        const val SIZE_BYTES: Int = 8
        const val SIZE_BITS: Int = 64

        public inline operator fun compareTo(other: UByte): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: UShort): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: UInt): Int =
            this.compareTo(other.toULong())

        public inline operator fun compareTo(other: ULong): Int =
            ulongCompare(this.data, other.data)

        public inline operator fun plus(other: UByte): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: UShort): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: UInt): ULong =
            this.plus(other.toULong())

        public inline operator fun plus(other: ULong): ULong =
            ULong(this.data.plus(other.data))

        public inline operator fun minus(other: UByte): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: UShort): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: UInt): ULong =
            this.minus(other.toULong())

        public inline operator fun minus(other: ULong): ULong =
            ULong(this.data.minus(other.data))

        public inline operator fun times(other: UByte): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: UShort): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: UInt): ULong =
            this.times(other.toULong())

        public inline operator fun times(other: ULong): ULong =
            ULong(this.data.times(other.data))

        public inline operator fun div(other: UByte): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: UShort): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: UInt): ULong =
            this.div(other.toULong())

        public inline operator fun div(other: ULong): ULong =
            ULong(this.data.div(other.data))

        public inline operator fun rem(other: UByte): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: UShort): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: UInt): ULong =
            this.rem(other.toULong())

        public inline operator fun rem(other: ULong): ULong =
            ULong(this.data.rem(other.data))

        public inline operator fun and(other: UByte): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: UShort): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: UInt): ULong =
            this.and(other.toULong())

        public inline operator fun and(other: ULong): ULong =
            ULong(this.data.and(other.data))

        public inline operator fun xor(other: UByte): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: UShort): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: UInt): ULong =
            this.xor(other.toULong())

        public inline operator fun xor(other: ULong): ULong =
            ULong(this.data.xor(other.data))

        public inline operator fun or(other: UByte): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: UShort): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: UInt): ULong =
            this.or(other.toULong())

        public inline operator fun or(other: ULong): ULong =
            ULong(this.data.or(other.data))

        public inline operator fun not(): ULong =
            this.not()

        public inline operator fun rotateLeft(k: Int): ULong =
            this.rotateLeft(k)

        public inline operator fun rotateRight(k: Int): ULong =
            this.rotateRight(k)
    }
}
private inline fun Int.toUByte(): UByte = this.data as this `ULong`. Otherwise the result is negative.
    *
    * The resulting `Int` value is represented by the least significant 32 bits of this `ULong` value.
    * Note that the resulting `Int` value may be negative.
    *
    * This is a range operation between the two values.
    *
    * Performs a bitwise OR operation between the two values.
    *
    * Performs a bitwise XOR operation between the two values.
    *
    * Performs a bitwise AND operation between the two values.
    *
    * Converts this `ULong` value to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `ULong`.
    * The resulting `Byte` value is represented by the least significant 8 bits of this `ULong` value.
    * Note that the resulting `Byte` value may be negative.
    *
    * Converts this `ULong` value to [Short.MAX_VALUE], the resulting `Short` value represents the same numerical value as this `ULong`.
    * The resulting `Short` value is represented by the least significant 16 bits of this `ULong` value.
    * Note that the resulting `Short` value may be negative.
    *
    * Converts this `ULong` value to [Int.MAX_VALUE], the resulting `Int` value represents the same numerical value as this `ULong`.
    * The resulting `Int` value is represented by the least significant 32 bits of this `ULong` value.
    * Note that the resulting `Int` value may be negative.
    *
    * Converts this `ULong` value to [Long.MAX_VALUE], the resulting `Long` value represents the same numerical value as this `ULong`.
    * Otherwise the result is negative.
    *
    * The resulting `Long` value has the same binary representation as this `ULong` value.
    *
    * The resulting `Long` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [UShort.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
    * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
    *
    * Converts this `ULong` value to [ULong.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `ULong`.
equals to [UShort.MAX_VALUE], the resulting 'UShort' value represents the same numerical value as this 'ULong'.

The resulting 'UShort' value is represented by the least significant 16 bits of this 'ULong'.

If this value is less than or equals to [UInt.MAX_VALUE], the resulting 'UInt' value represents the same numerical value as this 'ULong'.

The resulting 'UInt' value is represented by the least significant 32 bits of this 'ULong'.

In case when this 'ULong' value is exactly between two 'Float's, the one with zero at least significant bit of mantissa is selected.

The least significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'Byte' value, whereas the most significant 56 bits are filled with the sign bit of this value.

If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Short'.

The least significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'Short' value, whereas the most significant 48 bits are filled with the sign bit of this value.

If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Int'.

The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Int' value, whereas the most significant 32 bits are filled with the sign bit of this value.

If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Long'.

The fractional part, if any, is rounded down. Returns zero if this 'Float' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.

The fractional part, if any, is rounded down. Returns zero if this 'Double' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.

Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
/** Creates a new array of the specified [size], with all elements initialized to zero. */

public constructor(size: Int) : this(ShortArray(size))

/**
 * Returns the array element at the given [index]. This method can be called using the index
 * operator.
 */

operator fun get(index: Int): UShort = storage[index].toUShort()

/**
 * Sets the element at the given [index] to the given [value].
 */

operator fun set(index: Int, value: UShort) {
    storage[index] = value.toShort()
}

/**
 * Returns the number of elements in the array.
 */

override val size: Int
    get() = storage.size

/** Creates an iterator over the elements of the array. */

operator fun iterator(): UShortIterator = Iterator(storage)

private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0

    override fun hasNext() = index < array.size

    override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
}

override fun contains(element: UShort): Boolean {

    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.

    if ((element as Any?) !is UShort) return false

    return storage.contains(element.toShort())
}

override fun containsAll(elements: Collection<UShort>): Boolean {

    return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
}

override fun isEmpty(): Boolean = this.storage.size == 0

/**
 * Creates a new array of the specified [size], where each element is calculated by calling
 * the specified [init] function.
 *
 * The function [init] is called for each array element sequentially starting from the first
 * one. It should return the value for an array element given its index.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index ->
        init(index).toShort()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component5(): UShort {
    return get(4)
}

/**
 * Returns an element at the given [index] or
 * throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UByteArray.elementAt(index: Int): UByte

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UShortArray.elementAt(index: Int): UShort

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <=
    lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

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Returns the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(): UInt? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(): ULong? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.firstOrNull(): UByte? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(): UShort? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    return if (isNotEmpty()) return this[0] else null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    return if (isNotEmpty()) return this[0] else null
}
```
inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of 
 * [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of 
 * [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of 
 * [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of 
 * [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element)
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

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

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

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

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

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

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

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}
public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@.SinceKotlin("1.3")
@.SequentialUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@.SinceKotlin("1.3")
@SequentialUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@.SinceKotlin("1.3")
@SequentialUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@.SinceKotlin("1.3")
@SequentialUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
single element matching the given [predicate], or 'null' if element was not found or more than one element was found.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

Returns a list containing all elements except last [n] elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

Returns a list containing all elements except last elements that satisfy the given [predicate].
if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun

UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}
UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexedTo(destination: MutableList<UByte>, predicate: (index: Int, UByte) -> Boolean): MutableList<UByte> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexedTo(destination: MutableList<Byte>, predicate: (index: Int, Byte) -> Boolean): MutableList<Byte> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexedTo(destination: MutableList<Integer>, predicate: (index: Int, Int) -> Boolean): MutableList<Integer> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexedTo(destination: MutableList<Long>, predicate: (index: Int, Long) -> Boolean): MutableList<Long> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexedTo(destination: MutableList<Char>, predicate: (index: Int, Char) -> Boolean): MutableList<Char> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNotTo(destination: MutableList<UInt>, predicate: (UInt) -> Boolean): MutableList<UInt> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNotTo(destination: MutableList<ULong>, predicate: (ULong) -> Boolean): MutableList<ULong> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNotTo(destination: MutableList<UByte>, predicate: (UByte) -> Boolean): MutableList<UByte> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNotTo(destination: MutableList<UShort>, predicate: (UShort) -> Boolean): MutableList<UShort> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange):
List<UInt> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.slice(indices: IntRange): List<ULong> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.slice(indices: IntRange): List<UByte> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray.slice(indices: Iterable<Int>): List<UInt> { val size = indices.collectionSizeOrDefault(10) if (size == 0) return emptyList() val list = ArrayList<UInt>(size) for (index in indices) { list.add(get(index)) } return list } // Returns a list containing elements at specified [indices].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.slice(indices: Iterable<Int>): List<ULong> { val size = indices.collectionSizeOrDefault(10) if (size == 0) return emptyList() val list = ArrayList<ULong>(size) for (index in indices) { list.add(get(index)) } return list } // Returns a list containing elements at specified [indices].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.slice(indices: Iterable<Int>): List<UByte> { val size = indices.collectionSizeOrDefault(10) if (size == 0) return emptyList() val list = ArrayList<UByte>(size) for (index in indices) { list.add(get(index)) } return list } // Returns a list containing elements at specified [indices].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray { return UIntArray(storage.sliceArray(indices)) } // Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray { return ULongArray(storage.sliceArray(indices)) } // Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray { return UByteArray(storage.sliceArray(indices)) } // Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray { return UShortArray(storage.sliceArray(indices)) } // Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray(slice(indices: IntRange): List<ULong> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray(slice(indices: IntRange): List<UByte> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray(slice(indices: IntRange): List<UInt> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray(slice(indices: IntRange): List<ULong> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray(slice(indices: IntRange): List<UByte> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray(slice(indices: IntRange): List<UInt> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray(slice(indices: IntRange): List<ULong> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray(slice(indices: IntRange): List<UByte> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray(slice(indices: IntRange): List<UShort> { if (indices.isEmpty()) return listOf() return copyOfRange(indices.start, indices.endInclusive + 1).asList() } // Returns a list containing elements at indices in the specified [indices] range.
```kotlin
UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val count = 0
    val list = ArrayList<ULong>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val count = 0
    val list = ArrayList<UShort>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.takeLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

---

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size = size
if (n >= size) return toList()
if (n == 1) return listOf(this[size - 1])
val list = ArrayList<UShort>(n)
for (index in size - n until size)
    list.add(this[index])
return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
UByteArray.reverse(): Unit |\n  storage.reverse()|\n  /** Reverses elements in the array in-place.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit |\n  storage.reverse()|\n  /** Returns a list with elements in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UIntArray.reversed(): List<UInt> |\n  \n  \n  if (isEmpty()) return emptyList()|\n  val list = toMutableList()|\n  list.reverse()|\n  return list|\n  /** Returns a list with elements in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun ULongArray.reversed(): List<ULong> |\n  \n  \n  if (isEmpty()) return emptyList()|\n  val list = toMutableList()|\n  list.reverse()|\n  return list|\n  /** Returns a list with elements in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UByteArray.reversed(): List<UByte> |\n  \n  \n  if (isEmpty()) return emptyList()|\n  val list = toMutableList()|\n  list.reverse()|\n  return list|\n  /** Returns a list with elements in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UShortArray.reversed(): List<UShort> |\n  \n  \n  if (isEmpty()) return emptyList()|\n  val list = toMutableList()|\n  list.reverse()|\n  return list|\n  /** Returns a list with elements in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UIntArray.reversedArray(): UIntArray |\n  \n  return UIntArray(storage.reversedArray())|\n  /** Returns an array with elements of this array in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun ULongArray.reversedArray(): ULongArray |\n  \n  return ULongArray(storage.reversedArray())|\n  /** Returns an array with elements of this array in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UByteArray.reversedArray(): UByteArray |\n  \n  return UByteArray(storage.reversedArray())|\n  /** Returns an array with elements of this array in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UShortArray.reversedArray(): UShortArray |\n  \n  return UShortArray(storage.reversedArray())|\n  /** Returns an array with elements of this array in reversed order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UIntArray.sortDescending(): Unit |\n  \n  \n  if (size > 1) \n  \n  sort() |\n  /** Sorts elements in the array in-place descending according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun ULongArray.sortDescending(): Unit |\n  \n  \n  if (size > 1) \n  \n  sort() |\n  /** Sorts elements in the array in-place descending according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UByteArray.sortDescending(): Unit |\n  \n  \n  if (size > 1) \n  \n  sort() |\n  /** Sorts elements in the array in-place descending according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UShortArray.sortDescending(): Unit |\n  \n  \n  if (size > 1) \n  \n  sort() |\n  /** Sorts elements in the array in-place descending according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UIntArray.sorted(): List<UInt> |\n  \n  \n  return copyOf().apply { sort() } |\n  asList()|\n  /** Returns a list of all elements sorted according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun ULongArray.sorted(): List<ULong> |\n  \n  \n  return copyOf().apply { sort() } |\n  asList()|\n  /** Returns a list of all elements sorted according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UByteArray.sorted(): List<UByte> |\n  \n  \n  return copyOf().apply { sort() } |\n  asList()|\n  /** Returns a list of all elements sorted according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UShortArray.sorted(): List<UShort> |\n  \n  \n  return copyOf().apply { sort() } |\n  asList()|\n  /** Returns a list of all elements sorted according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UIntArray.sortedArray(): UIntArray |\n  \n  \n  if (isEmpty()) return this|\n  \n  return this.copyOf().apply { sort() } |\n  /** Returns an array with all elements of this array sorted according to their natural sort order.\n  *\n  */
*
@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun ULongArray.sortedArray(): ULongArray |\n  \n  \n  return this|\n  \n  return this.copyOf().apply { sort() } |\n  /** Returns an array with all elements of this array sorted according to their natural sort order.\n  *\n  */
*
{ if (isEmpty()) return this
    return this.copyOf().apply { sort() } }  // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3") public fun UByteArray.sortedArray(): UByteArray
{ if (isEmpty()) return this
    return this.copyOf().apply { sort() } }  // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3") public fun UShortArray.sortedArray(): UShortArray
{ if (isEmpty()) return this
    return this.copyOf().apply { sort() } }  // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3") public fun UIntArray.sortedArrayDescending(): UIntArray
{ if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } }  // Returns a list of all elements sorted descending according to their natural sort order.

@SinceKotlin("1.3") public fun UByteArray.sortedArrayDescending(): UByteArray
{ if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } }  // Returns a list of all elements sorted descending according to their natural sort order.

@SinceKotlin("1.3") public fun UShortArray.sortedArrayDescending(): UShortArray
{ if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } }  // Returns a list of all elements sorted descending according to their natural sort order.

@SinceKotlin("1.3") public fun UIntArray.sortedDescending(): List<UInt>
{ return copyOf().apply { sort() }.reversed() }  // Returns a list of all elements sorted descending according to their natural sort order.

@SinceKotlin("1.3") public fun ULongArray.sortedDescending(): List<ULong>
{ return copyOf().apply { sort() }.reversed() }  // Returns a list of all elements sorted descending according to their natural sort order.

@SinceKotlin("1.3") public fun UByteArray.asByteArray(): ByteArray
{ return storage }  // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") public fun UShortArray.asByteArray(): ByteArray
{ return storage }  // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") public fun UIntArray.asByteArray(): ByteArray
{ return storage }  // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") public fun IntArray.asByteArray(): ByteArray
{ return storage }  // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") public fun ULongArray.asByteArray(): ByteArray
{ return storage }  // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.
```kotlin
/*
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}
```

/**
 * Returns a string representation of the contents of the specified
 * array as if it is \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Copies this array or its subrange into the \[destination\] array and
 * returns that array.\n * It's allowed to pass the same array in the \[destination\] and even specify the subrange so
 * that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when \`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array
 * starting at the specified \[destinationOffset\].\n * or when that index is out of the \[destination\] array indices range.\n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so
 * that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when \`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array
 * starting at the specified \[destinationOffset\].\n * or when that index is out of the \[destination\] array indices range.\n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so
 * that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when \`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array
 * starting at the specified \[destinationOffset\].\n * or when that index is out of the \[destination\] array indices range.\n * @return the \[destination\] array.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
0 by default. * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @param the [destination] array.

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

** Returns new array which is a copy of the original array.

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}
`@SinceKotlin("1.3")`@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the
 * specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in
 * `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the
 * specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in
 * `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the
 * specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in
 * `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the
 * specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline val UShortArray.indices: IntRange
    get() = storage.indices

get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}
`UByteArray.plus(elements: UByteArray): UByteArray

`UByteArray {n return UByteArray(storage + elements.storage)n } \n`UByteArray {n return UByteArray(storage + elements.storage)n } \n`UByteArray {n return UByteArray(storage + elements.storage)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline operator fun UShortArray.plus(elements: UShortArray): UShortArray

`UShortArray {n return UShortArray(storage + elements.storage)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public operator fun UIntArray.sort(): Unit {n if (size > 1) sortArray(this)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public operator fun ULongArray.sort(): Unit {n if (size > 1) sortArray(this)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.sort(): Unit {n if (size > 1) sortArray(this)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.toByteArray(): ByteArray

`ByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.toByteArray(): ByteArray

`ByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.toByteArray(): ByteArray

`ByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.toUByteArray(): UByteArray

`UByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.toUByteArray(): UByteArray

`UByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.toIntArray(): IntArray

`IntArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.toTypedArray(): Array<UInt>

`Array<UInt> {n return Array(size) { index -> this[index] }n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.toTypedArray(): Array<UShort>

`Array<UShort> {n return Array(size) { index -> this[index] }n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.toUByteArray(): UByteArray

`UByteArray {n return UByteArray(this.copyOf())n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.toByteArray(): ByteArray

`ByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.toByteArray(): ByteArray

`ByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.toIntArray(): IntArray

`IntArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.toUByteArray(): UByteArray

`UByteArray {n return storage.copyOf(n)n } \n
`*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.toByteArray(): ByteArray
destination

```kotlin
/**
 * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
function. * applied to each element and returns a map where each group key is associated with a list
of corresponding elements. * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * @sample samples.collections.Collections.Transformations.groupBy

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
function. * applied to each element and returns a map where each group key is associated with a list
of corresponding elements. * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * @sample samples.collections.Collections.Transformations.groupBy

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
function. * applied to each element and returns a map where each group key is associated with a list
of corresponding elements. * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * @sample samples.collections.Collections.Transformations.groupBy

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
function. * applied to each element and returns a map where each group key is associated with a list
of corresponding elements. * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * The returned map preserves the entry iteration order of the keys produced from the
original array. * * * @sample samples.collections.Collections.Transformations.groupBy

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
```

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the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
 with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
 produced from the original array.\n * \n * @sample
 samples.collections.Collections.Transformations.groupByKeysAndValues\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> =
    groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

/**
 * Groups values
 * returned by the given [keySelector] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
 with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
 produced from the original array.\n * \n * @sample
 samples.collections.Collections.Transformations.groupByKeysAndValues\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> =
    groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M =
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UInt>() }\n        list.add(element)\n    }\n    destination

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M =
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<ULong>() }\n        list.add(element)\n    }\n    destination

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M =
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UByte>() }\n        list.add(element)\n    }\n    destination

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M =
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UShort>() }\n        list.add(element)\n    }\n    destination

/**
 * Groups values
 * returned by the given [keySelector] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByAndValues\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V, the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
M : MutableMap<in K, MutableList<V>>, UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M
{ return destination

for (element in this) { val key = keySelector(element)
val list = destination.getOrPut(key) { ArrayList<V>() }
list.add(valueTransform(element))
}
return destination

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M :MutableMap<in K, MutableList<V>>, UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M
{ return destination

for (element in this) { val key = keySelector(element)
val list = destination.getOrPut(key) { ArrayList<V>() }
list.add(valueTransform(element))
}
return destination

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M :MutableMap<in K, MutableList<V>>, UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M
{ return destination

for (element in this) { val key = keySelector(element)
val list = destination.getOrPut(key) { ArrayList<V>() }
list.add(valueTransform(element))
}
return destination

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> { return ArrayList<R>(size), transform

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> { return transform

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> { return transform

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> { return transform

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and
 * the element itself and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> { return transform
mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.mapIndexedTo(destination: R, transform: (Int, ULong) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.mapIndexedTo(destination: R, transform: (Int, UByte) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.mapIndexedTo(destination: R, transform: (Int, UShort) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.mapIndexedTo(destination: R, transform: (Int, UInt) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.mapIndexedTo(destination: R, transform: (Int, ULong) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.mapIndexedTo(destination: R, transform: (Int, UByte) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.mapIndexedTo(destination: R, transform: (Int, UShort) -> R): R {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.mapTo(destination: R, transform: (UInt) -> R): R {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.mapTo(destination: R, transform: (ULong) -> R): R {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.mapTo(destination: R, transform: (UByte) -> R): R {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.mapTo(destination: R, transform: (UShort) -> R): R {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination
}

mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function\n\n* to each element and its index in the original array.\n\n* @param [transform] function that takes the index of an element and the element itself\n\n* and returns the result of the transform applied to the element.\n\n* @SinceKotlin("1.3")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.mapTo(destination: R, transform: (UInt) -> R): R {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination
}
this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given 
 * function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : 
    MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given 
 * function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : 
    MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable]
 * that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.withIndex(): 
    Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable]
 * that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.withIndex(): 
    Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun 
    UShortArray.any(): Boolean {
    return storage.any()
}
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
public fun UIntArray.maxWith(comparator: Comparator<in UInt>) : UInt?
    { var max = this[0] for (i in 1..lastIndex) { if (isNotEmpty()) return null; var max = this[i] if (comparator.compare(max, e) < 0) max = e } return max }
element yielding the smallest value of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```

```
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```
/**
 * Returns `true` if the array has no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}
```

```
/**
 * Returns `true` if the array has no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}
```

```
/**
 * Returns `true` if the array has no elements.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}
```

```
/**
 * Returns `true` if no elements match the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.noneWithPredicate(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```
/**
 * Returns `true` if no elements match the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.noneWithPredicate(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```
/**
 * Returns `true` if no elements match the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.noneWithPredicate(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

---

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect 404
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element))
        return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
(index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])|n  \n    return accumulator\n} /*\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceIndexed(\n    operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {\n    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")|n  var accumulator = this[0]|n  for (index in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])|n  }\n  return accumulator\n} /*\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element and current accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceRight(\n    operation: (UInt, acc: UInt) -> UInt): UInt {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")|n  var accumulator = get(index--)|n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)|n  }\n  return accumulator\n} /*\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element and current accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceRight(\n    operation: (ULong, acc: ULong) -> ULong): ULong {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")|n  var accumulator = get(index--)|n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)|n  }\n  return accumulator\n} /*\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element and current accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceRight(\n    operation: (UByte, acc: UByte) -> UByte): UByte {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")|n  var accumulator = get(index--)|n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)|n  }\n  return accumulator\n} /*\n * Accumulates value starting with last element and applying [operation] from right to left\n * to each element and current accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceRightIndexed(\n    operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationExce...
accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index),
    accumulator)
    --index
}
return accumulator

/**
 * Accumulates value starting from right to left, returning the final accumulated value.
 * @param operation The operation to apply to each element.
 * @return The accumulated value.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index),
        accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting from right to left, returning the final accumulated value.
 * @param operation The operation to apply to each element.
 * @return The accumulated value.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index),
        accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @param selector The selector function to apply to each element.
 * @return The sum of all values produced.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @param selector The selector function to apply to each element.
 * @return The sum of all values produced.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
UShortArray.sumByDouble(selector: (UShort) -> Double): Double

```kotlin
fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<Pair<UShort, UShort>>(size)
    for (i in 0 until size) {
        list.add(zip(this[i], other[i]))
    }
    return list
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    val size = minOf(size, other.size)
    val list = ArrayList<Pair<ULong, ULong>>(size)
    for (i in 0 until size) {
        list.add(zip(this[i], other[i]))
    }
    return list
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    val size = minOf(size, other.size)
    val list = ArrayList<Pair<UByte, UByte>>(size)
    for (i in 0 until size) {
        list.add(zip(this[i], other[i]))
    }
    return list
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<Pair<UShort, UShort>>(size)
    for (i in 0 until size) {
        list.add(zip(this[i], other[i]))
    }
    return list
}
```

```
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
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 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
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 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
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 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
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    return list
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    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

@SinceKotlin("1.3")
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public infix fun <R> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
collection.

*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc ULongArray.zip(o: ULongArray): List<Pair<ULong, ULong>> { return o.zip(o) { t1, t2 -> t1 to t2 } }\n
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*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc UShortArray.zip(o: UShortArray): List<Pair<UShort, UShort>> { return o.zip(o) { t1, t2 -> t1 to t2 } }\n
*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc UIntArray.zip(o: UIntArray, transform: (UInt, UInt) -> V): List<V> { return o.zip(o) { t1, t2 -> t1 to t2 } }\n
*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc ULongArray.zip(o: ULongArray, transform: (ULong, ULong) -> V): List<V> { return o.zip(o) { t1, t2 -> t1 to t2 } }\n
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*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc UIntArray.sum(): UInt { var sum: UInt = 0u \n for (element in this) { sum += element } \n return sum }\n
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*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@public\n\nfunc UShortArray.sum(): UShort { var sum: UShort = 0u \n for (element in this) { sum += element } \n return sum }
/*
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing
 * all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the
 * greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the
 * greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
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/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing
 * all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort
 * containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

/*
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 * Returns the
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@SinceKotlin("1.3")
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public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the
 * greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}
package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(random: Random): ULong {
    return random.nextULong()
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteRange.random(random: Random): UByte {
    return random.nextUByte()
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortRange.random(random: Random): UShort {
    return random.nextUShort()
}
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns `true` if this range contains the specified 
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UInt): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this value down to the specified 
 * [to] value with the step -1.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this value down to the specified 
 * [to] value with the step -1.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified 
 * [to] value with the step -1.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified 
 * [to] value with the step -1.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(first, to, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(first, to, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShortProgression.reversed(): UShortProgression {
    return UShortProgression.fromClosedRange(first, to, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int):
UIntProgression {\n    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n
/**
 * Returns a progression that goes over the same range with the given step.
 * @param step step
 * @returns a progression that goes over the same range with the given step.
 */
public infix fun UIntProgression step(step: UInt): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 */
public infix fun UInt until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 */
public infix fun ULong until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * If the [minimumValue] is less than or equal to this value, then the returned value is this value.
 */
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If the [maximumValue] is greater than or equal to this value, then the returned value is this value.
 */
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * If the [minimumValue] is less than or equal to this value, then the returned value is this value.
 */
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If the [maximumValue] is greater than or equal to this value, then the returned value is this value.
 */
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * If the [minimumValue] is less than or equal to this value, then the returned value is this value.
 */
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If the [maximumValue] is greater than or equal to this value, then the returned value is this value.
 */
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * If the [minimumValue] is less than or equal to this value, then the returned value is this value.
 */
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If the [maximumValue] is greater than or equal to this value, then the returned value is this value.
 */
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * If the [minimumValue] is less than or equal to this value, then the returned value is this value.
 */
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If the [maximumValue] is greater than or equal to this value, then the returned value is this value.
 */
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}
ULOng): ULong `{n return if (this > maximumValue) maximumValue else this\n}n/\n/\n/**\n\nEnsures that this value is not greater than the specified [maximumValue].\n\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

/**\n\nEnsures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtMost(maximumValue: UByte): UByte {\n    return if (this > maximumValue) maximumValue else this\n}n/\n/\n/**\n\nEnsures that this value is not greater than the specified [maximumValue].\n\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtMost(maximumValue: UShort): UShort {\n    return if (this > maximumValue) maximumValue else this\n}n/\n/\n/**\n\nEnsures that this value is not greater than the specified [maximumValue].\n\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}n/\n/\n/**\n\nEnsures that this value lies in the specified range [minimumValue],[maximumValue].\n\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n\n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}n/\n/\n/**\n\nEnsures that this value lies in the specified range [minimumValue],[maximumValue].\n\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n\n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}n/\n/\n/**\n\nEnsures that this value lies in the specified range [minimumValue],[maximumValue].\n\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n\n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}n/\n/\n/**\n\nEnsures that this value lies in the specified range [minimumValue],[maximumValue].\n\n* \n* @return this value if it's in the range, or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.\n\n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

/*\n@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {\n    if (range is ClosedFloatingPointRange) {\n        return this.coerceIn<UInt>(range)\n    } \n    if
(range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
return when {
    this < range.start -> range.start
    this > range.endInclusive -> range.endInclusive
    else ->
    this
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences

/**
 * Contains the list of code elements which are the possible annotation targets.
 */
public enum class AnnotationTarget {
    CLASS,
    ANNOTATION_CLASS,
    TYPE_PARAMETER,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/*
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 * Unless required by applicable law or agreed to in writing, software
 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of possible annotation retentions.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    SOURCE,
    BINARY
    **

/**
 * Contains the list of annotation retention descriptors, which are the possible annotation retention descriptors.
 */
public enum class AnnotationRetentionDescriptor {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retention descriptors.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetentionDescriptor {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retention descriptors.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetentionDescriptor {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retention descriptors.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetentionDescriptor {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retention descriptors.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetentionDescriptor {
    CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}
This meta-annotation indicates
the kinds of code elements which are possible targets of an annotation. If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements: *CLASS*, [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].

This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true. @property allowsTargets list of allowed annotation targets

This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.

This meta-annotation determines that an annotation is applicable twice or more on a single code element.

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This meta-annotation determines that an annotation is applicable twice or more on a single code element.

Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over. @param T the type of element.

Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over. @param T the type of element being iterated over. The iterator is covariant on its element type.

Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over. @param T the type of element being iterated over. The mutable iterator is invariant on its element type.

A generic collection of elements. Methods in this interface support only read-only access to the collection; read/write access is supported through the [MutableCollection] interface. @param E the type of elements contained in the collection. The collection is covariant on its element type.

A generic collection of elements. Methods in this interface support only read-only access to the collection; read/write access is supported through the [MutableCollection] interface. @param E the type of elements contained in the collection. The collection is covariant on its element type.
public fun removeAt(index: Int): E

    // List Iterators

    /**
     * Removes an element at the specified [index] from the list.
     *
     * @return the
     */
    public fun add(index: Int, element: E):

    /**
     * Inserts an element into the list at the specified [index].
     */
    public operator fun set(index: Int, element: E): E

    /**
     * Replaces the
     * element at the specified position in this list with the specified element.
     *
     * @return the element that has been successfully removed; `false` if the element has been successfully removed; `false` if it was not present in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Retains only the elements in this collection that are also contained in the specified collection.
     *
     * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     */
    public fun clear(): Unit

    // Positional Access Operations

    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting
     * at the specified [index].
     */
    public fun listIterator(index: Int): ListIterator<E>

    // View

    /**
     * Returns a list iterator over the elements in this list (in proper sequence).
     */
    public fun listIterator(): ListIterator<E>

    /**
     * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun indexOf(element: @UnsafeVariance E): Int

    /**
     * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun lastIndexOf(element: @UnsafeVariance E): Int

    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): List<E>

    // Search Operations

    /**
     * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun indexOf(element: @UnsafeVariance E): Int

    /**
     * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun lastIndexOf(element: @UnsafeVariance E): Int

    // Bulk Modification Operations

    /**
     * Removes all elements from this collection.
     */
    public fun clear(): Unit

    // Query Operations

    override val size: Int
    override fun isEmpty(): Boolean

override fun listIterator(): MutableListIterator<E>@UnsafeVariance V
override fun listIterator(index: Int):
MutableListIterator<E>@UnsafeVariance V // View
override fun subList(fromIndex: Int, toIndex: Int):
MutableList<E>@UnsafeVariance V
* @return The collection is not modified as the
* QueryOperations.<V>@UnsafeVariance V null
* A generic unordered collection of elements that does not support duplicate elements.
* Methods in this interface support only read-only access to the set; read/write access is supported through the [MutableSet].
* @param E the type of elements contained in the set. The set is covariant on its element type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the map contains the specified [key].
* Returns `true` if the map contains the specified [key].
* Returns `true` if the map maps one or more keys to the specified [value].
* A read-write access is supported through [Map].
* @param E the type of elements contained in the set.
* Methods in this interface support only read-only access to the set; read/write access is supported through [Set].
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return 'true' if the element has been added, 'false' if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
* @return `true` if the element has been added, `false` if the element is already contained in the set.
* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving
* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
* Methods in this interface support only read-only access to the map; read-write access is supported through [Map].
* @param K the type of map keys. The map is invariant on its key type, as it cannot accept key as a parameter (of type [containsKey] for example) and return it in [keys] set.
* @param V the type of map values. The map is covariant on its value type.
the key, or `null` if the key was not present in the map.

```java
public fun remove(key: K): V?
```

```java
/**
 * Removes the entry for the specified key only if it is mapped to the specified value.
 * @return true if entry was removed
 * @SinceKotlin(1.1) @PlatformDependent public fun remove(key: K, value: V): Boolean {
```

```java
/**
 * Removes all elements from this map.
 * @return a [MutableSet] of all keys in this map.
 * @SinceKotlin(1.1) @PlatformDependent public fun override val keys: MutableSet<K>
```

```java
/**
 * Returns a [MutableCollection] of all values in this map.
 * @return a [MutableCollection] of all values in this map.
 * @SinceKotlin(1.1) @PlatformDependent public val values: MutableCollection<V>
```

```java
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of
 * the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in
 * case of a negative [step].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end
    step < 0 -> if (start <= end) end else end
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```
An iterator over a sequence of values of type `Byte`. */

```java
public abstract class ByteIterator : Iterator<Byte> {
    override final fun next() = nextByte()
    override abstract fun nextByte(): Byte
}
```

An iterator over a sequence of values of type `Char`. */

```java
internal class CharProgressionIterator(first: Char, last: Char, val step: Int) : CharIterator() {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first.toInt() <= last.toInt() else first.toInt() >= last.toInt()
    private var next = if (hasNext) first.toInt() else end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

An iterator over a sequence of values of type `Int`. */

```java
public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()
    override abstract fun nextInt(): Int
}
```

An iterator over a sequence of values of type `Long`. */

```java
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()
    override abstract fun nextLong(): Long
}
```

An iterator over a sequence of values of type `Short`. */

```java
public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()
    override abstract fun nextShort(): Short
}
```

An iterator over a sequence of values of type `Double`. */

```java
public abstract class DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble()
    override abstract fun nextDouble(): Double
}
```

An iterator over a sequence of values of type `Float`. */

```java
public abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()
    override abstract fun nextFloat(): Float
}
```

An iterator over a sequence of values of type `Boolean`. */

```java
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    override abstract fun nextBoolean(): Boolean
}
```

An iterator over a sequence of values of type `Char`. */

```java
internal class CharProgressionIterator(first: Char, last: Char, val step: Int) : CharIterator() {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first.toInt() <= last.toInt() else first.toInt() >= last.toInt()
    private var next = if (hasNext) first.toInt() else end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

An iterator over a sequence of values of type `Int`. */

```java
public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()
    override abstract fun nextInt(): Int
}
```

An iterator over a sequence of values of type `Long`. */

```java
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()
    override abstract fun nextLong(): Long
}
```

An iterator over a sequence of values of type `Short`. */

```java
public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()
    override abstract fun nextShort(): Short
}
```
@property step the number by which the value is incremented on each step.\n *\n\n internal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {\n \n private val finalElement = last\n private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next = if (hasNext) first else finalElement\n \n override fun hasNext(): Boolean = hasNext\n \n override fun nextLong(): Long {\n \n val value = next\n \n if (value == finalElement) {\n \n throw kotlin.NoSuchElementException()\n }\n \n return value\n }\n \n }\n \n */\n /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n // Auto-generated file. DO NOT EDIT!\n // Import package kotlin.ranges\n import kotlin.getProgressionLastElement\n
 /*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n
 package


public open class LongProgression {
    internal constructor(start: Long, endInclusive: Long) :
            Iterable<Long> {
            init {
                if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
            }
            override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)
            override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"
            override fun isEmpty(): Boolean = start > endInclusive
            override fun contains(value: T): Boolean = value >= start && value <= endInclusive
            override fun contains(value: Comparable<T>): Boolean = value >= start && value <= endInclusive
            override fun equals(other: Any?): Boolean
                = other is LongProgression && (isEmpty() && other.isEmpty() ||
                    first == other.first && last == other.last && step == other.step)
            override fun hashCode(): Int =
                if (isEmpty()) -1 else (31 * (31 * (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))) + (step xor (step ushr 32)) + (step xor (step ushr 32))) + (step xor (step ushr 32)))
            companion object {
                /**
                 * Creates LongProgression within the specified bounds of a closed range.
                 */
                public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression =
                    LongProgression(rangeStart, rangeEnd, step)
            }
            companion object {
                /**
                 * Represents a parameter passed to a function or a property getter/setter,
                 * including `this` and extension receiver parameters.
                 */
                public interface KParameter : KAnnotatedElement {
                    /**
                     * Checks if the progression is empty. */
                    public open fun isEmpty(): Boolean = start > endInclusive
                    /**
                     * Checks whether the specified [value] belongs to the range.
                     */
                    public operator fun contains(value: Comparable<T>): Boolean =
                        value >= start && value <= endInclusive
                    /**
                     * Checks whether the specified [value] belongs to the range.
                     */
                    public operator fun contains(value: T): Boolean =
                        value >= start && value <= endInclusive
                    /**
                     * Checks whether the range is empty.
                     */
                    public fun isEmpty(): Boolean = start > endInclusive
                }
            }
        }
    }
}

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 * license/LICENSE.txt file. */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 * */

open interface ClosedRange<T : Any> {
    /**
     * The minimum value in the range.
     */
    public val start: T
    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T
    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T): Boolean =
        value >= start && value <= endInclusive
    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

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 * license/LICENSE.txt file. */

package kotlin

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 * */

package kotlin

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//
// kotlin package
//
// Represents a range of values (for example, numbers or characters).
// See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
// */

//
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extension function or property. */\r\n
EXTENSION_RECEIVER,\r\n\r\n
/** Ordinary named value
parameter. */\r\n
VALUE,\r\n }\r\n\r\n /**\r\n * `true` if this parameter is optional and can be omitted
when making a call via [KCallable.callBy], or `false` otherwise.\r\n *\r\n * A parameter is optional in any of
the two cases:\r\n * 1. The default value is provided at the declaration of this parameter.\r\n * 2. The parameter
is declared in a member function and one of the corresponding parameters in the super functions is optional.\r\n
*/\r\n public val isOptional: Boolean\r\n\r\n /**\r\n * `true` if this parameter is `vararg`.\r\n * See the
[Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-ofarguments-varargs)\r\n * for more information.\r\n */\r\n @SinceKotlin(\"1.1\")\r\n public val isVararg:
Boolean\r\n}\r\n","/*\r\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\r\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\r\n */\r\n\r\npackage kotlin.reflect\r\n\r\n/**\r\n * Represents a type. Type is usually
either a class with optional type arguments,\r\n * or a type parameter of some declaration, plus nullability.\r\n
*/\r\npublic interface KType : KAnnotatedElement {\r\n /**\r\n * The declaration of the classifier used in this
type.\r\n * For example, in the type `List<String>` the classifier would be the [KClass] instance for [List].\r\n
*\r\n * Returns `null` if this type is not denotable in Kotlin, for example if it is an intersection type.\r\n */\r\n
@SinceKotlin(\"1.1\")\r\n public val classifier: KClassifier?\r\n\r\n /**\r\n * Type arguments passed for the
parameters of the classifier in this type.\r\n * For example, in the type `Array<out Number>` the only type
argument is `out Number`.\r\n *\r\n * In case this type is based on an inner class, the returned list contains the
type arguments provided for the innermost class first,\r\n * then its outer class, and so on.\r\n * For example, in
the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.\r\n */\r\n @SinceKotlin(\"1.1\")\r\n
public val arguments: List<KTypeProjection>\r\n\r\n /**\r\n * `true` if this type was marked nullable in the
source code.\r\n *\r\n * For Kotlin types, it means that `null` value is allowed to be represented by this type.\r\n
* In practice it means that the type was declared with a question mark at the end.\r\n * For non-Kotlin types, it
means the type or the symbol which was declared with this type\r\n * is annotated with a runtime-retained
nullability annotation such as [javax.annotation.Nullable].\r\n *\r\n * Note that even if [isMarkedNullable] is
false, values of the type can still be `null`.\r\n * This may happen if it is a type of the type parameter with a
nullable upper bound:\r\n *\r\n * ```\r\n * fun <T> foo(t: T) {\r\n * // isMarkedNullable == false for t's
type, but t can be null here when T = \"Any?\"\r\n * }\r\n * ```\r\n */\r\n public val isMarkedNullable:
Boolean\r\n}\r\n\r\n/**\r\n * Represents a type projection. Type projection is usually the argument to another type in
a type usage.\r\n * For example, in the type `Array<out Number>`, `out Number` is the covariant projection of the
type represented by the class `Number`.\r\n *\r\n * Type projection is either the star projection, or an entity
consisting of a specific type plus optional variance.\r\n *\r\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections)\r\n * for more information.\r\n
*/\r\n@SinceKotlin(\"1.1\")\r\npublic data class KTypeProjection constructor(\r\n
/**\r\n
* The use-site
variance specified in the projection, or `null` if this is a star projection.\r\n
*/\r\n
public val variance:
KVariance?,\r\n
/**\r\n
* The type specified in the projection, or `null` if this is a star projection.\r\n
*/\r\n
public val type: KType?\r\n) {\r\n public companion object {\r\n
/**\r\n
* Star projection,
denoted by the `*` character.\r\n
* For example, in the type `KClass<*>`, `*` is the star projection.\r\n
*
See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections)\r\n
* for more information.\r\n
*/\r\n
public val STAR: KTypeProjection = KTypeProjection(null,
null)\r\n\r\n
/**\r\n
* Creates an invariant projection of a given type. Invariant projection is just the type
itself,\r\n
* without any use-site variance modifiers applied to it.\r\n
* For example, in the type
`Set<String>`, `String` is an invariant projection of the type represented by the class `String`.\r\n
*/\r\n
public fun invariant(type: KType): KTypeProjection =\r\n
KTypeProjection(KVariance.INVARIANT,
type)\r\n\r\n
/**\r\n
* Creates a contravariant projection of a given type, denoted by the `in` modifier
applied to a type.\r\n
* For example, in the type `MutableList<in Number>`, `in Number` is a contravariant
projection of the type of class `Number`.\r\n
*/\r\n
public fun contravariant(type: KType):
KTypeProjection =\r\n
KTypeProjection(KVariance.IN, type)\r\n\r\n
/**\r\n
* Creates a covariant

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projection of a given type, denoted by the `out` modifier applied to a type.

* For example, in the type `Array<out Number>` , `out Number` is a covariant projection of the type of class `Number`. 

```kotlin
public fun covariant(type: KType): KTypeProjection =
    KTypeProjection(KVariance.OUT, type)
```

*/

```kotlin
package kotlin.reflect

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
 * or to a type in a projection (*use-site variance*).
 *
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)
 * for more information.
 *
 * @see [KTypeParameter.variance]
 * @see [KTypeProjection]
 */
@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance
     * applied to it.
     */
    INVARIANT,
    *
    /*
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,
    *
    /*
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,
    *
    /*
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     * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS.
     */

    /*
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     */

    @see [KTypeParameter.variance]
    @see [KTypeProjection]
    */

```
"ShortArray" -> shortArrayIterator(array)
"CharArray" -> charArrayIterator(array)
"IntArray" -> intArrayIterator(array)
"LongArray" -> longArrayIterator(array)
"FloatArray" -> floatArrayIterator(array)
"DoubleArray" -> doubleArrayIterator(array)
else -> throw

IllegalStateException("Unsupported type argument for arrayIterator: $type")

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("PropertyMetadata")
internal class PropertyMetadata(@JsName("callableName") val name: String)

@JsName("noWhenBranchMatched")
internal fun noWhenBranchMatched(): Nothing = throw NoWhenBranchMatchedException()

@JsName("subSequence")
internal fun subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {
    if (c is String) {
        return c.substring(startIndex, endIndex)
    } else {
        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)
    }
}

@JsName("captureStack")
internal fun captureStack(baseClass: JsClass<in Throwable>, instance: Throwable) {
    if (js("Error").captureStackTrace) {
        js("Error").captureStackTrace(instance, instance::class.js);
    } else {
        instance.asDynamic().stack = js("new Error()").stack;
    }
}

@JsName("newThrowable")
internal fun newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    throwable.message = if (jsTypeOf(message) == "undefined") {
        if (cause != null) cause.toString() else null
    } else {
        message
    }
    throwable.cause = cause
    throwable.name = "Throwable"
    return throwable
}

@kotlin.internal.InlineOnly
internal inline fun <T> concat(args: Array<T>): T {
    val typed = js("Array")(args.size)
    for (i in args.indices) {
        val arr = args[i]
        if (arr !is Array<*>)
            typed += arr
        else
            typed[i] = arr
    }
    return typed
}
```kotlin
{
    typed[i] = js("\[\]").slice.call(arr)[i] else {
        typed[i] = arr[i]
    }
}

return js("\[\]".concat.apply(js("\[\]"), typed));

/**
 * For compatibility with 1.1.0 the arguments may be a mixture of Array's and TypedArray's.
 * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray) returns a TypedArray, otherwise an Array.
 * If the first argument has the $type$ property (Boolean-, Char-, and LongArray) copy its value to result.$type$.
 */
@

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

/**
 * Function corresponding to JavaScript's `typeof` operator
 */
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline fun jsTypeOf(a: Any?): String = js("typeof a")

/**
 * Returns an empty array of the specified type [T].
 */
public inline fun <T> emptyArray(): Array<T> = js("\[\]")

@library
public fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

@library
public fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun longArrayOf(vararg elements: Long): LongArray = definedExternally

@library
public fun intArrayOf(vararg elements: Int): IntArray = definedExternally

@library
public fun charArrayOf(vararg elements: Char): CharArray = definedExternally

@library
public fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally

@library
public fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally

@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].
 */
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].
 */
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
```
internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
    }
    while (index < newSize) result[index++] = defaultValue
    return result
}

internal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
represents `Result.isSuccess` or the result of `onFailure` function for encapsulated exception if it is `Result.isFailure`. This function is shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R` {
  contract {
    callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
  }
  return when (val exception = exceptionOrNull()) {
    null -> value as T
    else -> onFailure(exception)
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.getOrElse(defaultValue: R): R` {
  if (isFailure) return defaultValue
  return value as T
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R` {
  contract {
    callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
    callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
  }
  return when (val exception = exceptionOrNull()) {
    null -> onSuccess(value as T)
    else -> onFailure(exception)
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.map(transform: (value: T) -> R): Result<R>` {
  contract {
    callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
  }
  return when {
    isSuccess -> Result.success(transform(value as T))
    else -> Result(value)
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.mapCatching(transform: (value: T) -> R): Result<R>` {
  return when {
    isSuccess -> runCatching { transform(value as T) }
    else -> Result(value)
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.recover(transform: (exception: Throwable) -> R): Result<R>` {
  contract {
    callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
  }
  return when (val exception = exceptionOrNull()) {
    null -> this
    else -> Result.success(transform(exception))
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R>` {
  return when (val exception = exceptionOrNull()) {
    null -> this
    else -> runCatching { transform(exception) }
  }
}

* `@InlineOnly` `@SinceKotlin("1.3")` `@public` inline fun `<R, T>` `Result<T>.recover(throwable: Throwable): Result<T>` {
  contract {
    callsInPlace(throwable, InvocationKind.AT_MOST_ONCE)
  }
  return when (val exception = exceptionOrNull()) {
    null -> this
    else -> Result.success(throwable)
  }
}
[failure][Result.isFailure].\n
*\n
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*/

@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    exceptionOrNull()?.let { action(it) }
    return this
}

/**
 * Performs the given \[action\] on encapsulated value if this instance represents \[success\].\n
*\n
*/

@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}

// -------------------

SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
COROUTINE_SUSPENDED)/*\n\n\n* Starts a coroutine without a receiver and with result type [T].
* This function creates and starts a new, fresh instance of suspensible computation every time it is invoked.
* The [completion] continuation is invoked when the coroutine completes with a result or an exception.
* Starts a coroutine with receiver type [R] and result type [T].
* This function creates and starts a new, fresh instance of suspensible computation every time it is invoked.
* The [completion] continuation is invoked when the coroutine completes with a result or an exception.
* Starts an unintercepted coroutine without receiver and with result type [T].
* Starts a coroutine with a result type [T].
* This function creates and starts a new, fresh instance of suspensible computation every time it is invoked.
* The [completion] continuation is invoked when the coroutine completes with a result or an exception.
* Starts an unintercepted coroutine without receiver and with result type [T].
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suspendable computation every time it is invoked.\n
To start executing the created coroutine, invoke `resume(Unit)` on the returned `Continuation` instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the `ContinuationInterceptor` that might be present in the completion's context. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. Invocation of `resume(Unit)` can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `resume(Unit)` both the coroutine and [completion] happens in the invocation context established by the ContinuationInterceptor. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the ContinuationInterceptor that might be present in the completion's context. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. Invocation of `resume(Unit)` can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `resume(Unit)` both the coroutine and [completion] happens in the invocation context established by the ContinuationInterceptor. It is the invoker's responsibility to ensure that a proper invocation context is established. 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Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. Mirrors signature from JS IR BE\n\nUsed for js.translator/testData/box/number/mulInt32.kt@library\n@JsName("imulEmulated")\n\ninternal fun imul(x: Int, y: Int): Int = definedExternally
package kotlin

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any?, property: Any?) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

package kotlin.js

/**
 * Returns a bit representation of the specified floating-point value as 
 * [Int] according to the IEEE 754 floating-point \"single format\" bit layout.
 * @param value The value to convert.
 * @param radix The radix to use for the conversion.
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

//
//NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
//See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

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 */

package kotlin.text

//
// NOTE:
// THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n
import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 \n * @sample samples.collections.CharSequence.elementAt
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n
import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 \n * @sample samples.collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 \n * @sample samples.collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 \n * @sample samples.collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 \n * @sample samples.collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 \n * @sample samples.collections.List.asList
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 \n * @sample samples.collections.List.asList
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
extension function with body using dynamic("")

public annotation class
nativeSetter

public annotation class nativeInvoke

uninternal annotation class library

uninternal annotation class marker

This may be useful in the following cases:

* You are writing a JavaScript library in Kotlin. The compiler produces mangled names *
  for functions with parameters, which is unnatural for usual JavaScript developer.
  You can put `@JsName(...)` on functions you want to be available from JavaScript.

* For some reason you want to rename declaration, e.g.
  there's common term in JavaScript for a concept provided by the declaration, which
  is uncommon in Kotlin. You can use `@JsName("...")`
  to prevent the compiler from reporting error.

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

By default, an `external` declaration is available regardless your target module system,
but some JavaScript libraries are distributed both as a standalone downloadable piece of
JavaScript and as a module available as an npm package.
You can tell the Kotlin compiler to accept both cases,
by augmenting `@JsModule` with the `@JsNonModule` annotation.

Example:
```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

Note that a file marked with the `@JsModule` annotation can't contain
non-`external` declarations in a source file.

JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.

The compiler turns references to `external` declarations either to plain unprefixed names (in case of
*plain* modules) or to plain imports.

However, if a JavaScript library provides its declarations in packages, you won't be satisfied with
this. You can tell the compiler to generate additional prefix before references to `external`
declarations using the `@JsQualifier(...)` annotation.

Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-
`external` declarations.

Example:
```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)
```

external fun bar(): String
```
null

override fun clear() {
    entries.clear()
    this@AbstractMutableMap.clear()
    override operator fun contains(element: K): Boolean {
        return false
    }
    override fun contains(element: V): Boolean = containsValue(element)
    override fun remove(key: K): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry = iter.next()
            val k = entry.key
            if (key == k) {
                val value = entry.value
                entryIterator.remove()
                return value
            }
        }
        return null
    }

    actual override val values: MutableCollection<V>
        get() {
            if (_values == null) {
                _values = object : AbstractMutableCollection<V>() {
                    override fun equals(other: Any?): Boolean = entryEquals(this, other)
                    override fun hashCode(): Int = entryHashCode(this)
                    override fun toString(): String = entryToString(this)
                }
            }
            return _values!!
        }

    actual override fun put(key: K, value: V): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry = iter.next()
            val k = entry.key
            if (key == k) {
                val value = entry.value
                entryIterator.remove()
                return value
            }
        }
        return null
    }

    actual override fun putAll(from: Map<out K, V>){
        for ((key, value) in from) {
            put(key, value)
        }
    }

    private var _values: ArrayList<V>?
        get() {
            if (_values == null) {
                _values = object : ArrayList<V>() {
                    override fun equals(other: Any?): Boolean = entryEquals(this, other)
                    override fun hashCode(): Int = entryHashCode(this)
                    override fun toString(): String = entryToString(this)
                }
            }
            return _values!!
        }

    actual override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
    actual override fun containsValue(element: V): Boolean = throw UnsupportedOperationException("Contains is not supported on values")
    actual override fun removeValue(element: V): V? = throw UnsupportedOperationException("Remove is not supported on values")

    actual override fun equals(other: Any?): Boolean = entryEquals(this, other)
    actual override fun hashCode(): Int = entryHashCode(this)
    actual override fun toString(): String = entryToString(this)

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@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {
  * Creates an empty [ArrayList].
  * @param initialCapacity initial capacity (ignored)
  */

    public actual fun trimToSize() {}

    public actual fun ensureCapacity(minCapacity: Int) {}

    actual override val size: Int get() = array.size

    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        rangeCheck(index)
        return array[index].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
        return true
    }

    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        insertionRangeCheck(index)
        if (index == size) return addAll(elements)
        if (elements.isEmpty()) return false
        when (index) {
            size -> return addAll(elements)
            0 -> array = elements.toTypedArray<Any?>() + array
            else ->
                array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(),
                array.copyOfRange(index, size))
        }
        modCount++
        return true
    }

    actual override fun removeAt(index: Int): E {
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("\[\]").slice.call(array)

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}
result = 31 * result + elementHash
    }
    return result
}

/*
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 */

package kotlin.collections

internal fun <T>
    sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
        if (getStableSortingIsSupported()) {
            array.asDynamic().sort(comparison)
        } else {
            @OptIn(InternalApi::class)
            for (index in 0 until array.lastIndex)
                if (array[index] != array[index + 1]) {
                    return false
                }
            _stableSortingIsSupported = true
        }
    }

    private fun <T>
        sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
        if (getStableSortingIsSupported()) {
            val comparison = { a: T, b: T -> comparator.compare(a, b) }
            array.asDynamic().sort(comparison)
        } else {
            mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
        }
    }

    internal fun <T : Comparable<T>>
        sortArray(array: Array<out T>) {
        if (getStableSortingIsSupported()) {
            val comparison = { a: T, b: T -> a.compareTo(b) }
            array.asDynamic().sort(comparison)
        } else {
            mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
        }
    }

    internal fun <T>
        sortArray(array: Array<out T>, privatize: Boolean = false) {
        if (getStableSortingIsSupported()) {
            val array = array.asList()
            _stableSortingIsSupported = true
            array.asDynamic().sort(Privatization().equals, Privatization().hashCode)
        } else {
            mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex)
        }
    }

    private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>): Array<T> {
        if (start == endInclusive) {
            return array
        }

        val median = (start + endInclusive) / 2
        val left = mergeSort(array, buffer, start, median, comparator)
        val right = mergeSort(array, buffer, median + 1, endInclusive, comparator)

        val target = if (left === buffer) array else buffer

        // Merge.
        var leftIndex = start
        var rightIndex = median + 1
        for (i in start..endInclusive) {
            when {
                leftIndex <= median && rightIndex <= endInclusive -> {
                    target[i] = left[leftIndex]
                    leftIndex++
                }
                leftIndex <= median -> {
                    target[i] = left[leftIndex]
                    leftIndex++
                }
                else /* rightIndex <= end */ -> {
                    target[i] = right[rightIndex]
                    rightIndex++
                }
            }
        }

        return target
    }

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     */

    package kotlin.collections

    import kotlin.collections.MutableMap.MutableEntry

    /**
     * Hash table based implementation of the [MutableMap]
     */

    open class OpenArray<out T, element : Comparable<element>, elementHash : Int> : MutableMap<T, element>() {
        override fun get(key: T): element {
            return super[key]
        }
    }

    open class OpenArrayWith<T : Any?>(hashTable: HashTable, keyType: K, valueType: V) : HashTable.KeyValueKeyedArray<T, V>()

    /**
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     */

    open class HashTable : KeyedArray<key, value>()

    /**
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     */

    open class KeyedArray<key, value>()

    /**
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     */

    open class GenericKeyedArray<key, value>()

    /**
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     */

    open class KeyedArrayWith<key : Any?, value : Any?>(keyType: K, valueType: V) : KeyedArray<key, value>()

    /**
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     */

    open class AbstractHashMap : KeyedArrayWith<key, value>
This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections. *
*pubic actual open class HashMap<K, V> : AbstractMutableMap<K, V>,
MutableMap<K, V> {
    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>,
override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
override fun clear() {
    this@HashMap.clear()
}
override operator fun contains(elements: Collection<MutableEntry<K, V>>): Boolean = containsEntry(elements)
override fun iterator(): MutableListIterator<MutableEntry<K, V>> = internalMap.iterator()
override fun remove(element: MutableEntry<K, V>): Boolean {
    if (contains(element)) {
        this@HashMap.remove(element.key)
        return true
    }
    return false
}
override val size: Int get() = this@HashMap.size
    }
}
/**
 * Internal implementation of the map: either string-based or hashcode-based.
 * private val internalMap: InternalMap<K, V> = internal constructor(InternalMap<K, V>, V) : super() {
 * {\n * this.internalMap = internalMap\n * this.equality = internalMap.equality
 * }
 * Constructs an empty [HashMap] instance.
 * Constructs
 * Constructs an empty [HashMap] instance:
 * Constructs an instance of [HashMap] filled with the contents of the specified [original] map:
 * Constructs a new empty [HashMap]:
 * Constructs a new [HashSet].
 * Constructs a new [HashSet] filled with the elements of the specified collection:
 * Creates an empty [HashMap] instance:
 * Creates a new empty [HashMap] instance.
 * Creates an instance of [HashMap] with [String] keys, which stores the keys as properties of
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance:
 * The implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 */
protected constructor to specify the underlying map. This is used by

@suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") actual override fun add(element: E): Boolean {
    return old == null || actual override fun clear() {
        clear()
    }
}

actual override fun contains(element: E): Boolean = containsKey(element)

actual override fun isEmpty(): Boolean = size == 0

actual override fun iterator(): Iterator<K> = keys.iterator()

actual override fun remove(element: E): Boolean = map.remove(element) != null

actual override val size: Int get() = map.size

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the
 * specified [String] elements, * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

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 */
/*
 * Based on GWT InternalHashCodeMap
 *
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to
 * provide [java.util.Map]-like semantics for any
 * key type. * * Implementation notes: \* \* * A key’s hashCode is the index in backingMap which should contain that key. Since several keys may \* have the
 * same hash, each value in valueMap is actually an array containing all entries whose \* keys share the same
 * hash. \* \* *internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) :
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: SimpleEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                size++
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                    } else {
                        chain.asDynamic().splice(index, 1)
                    }
                    size--
                    return entry.value
                }
            }
        }
        size++
        return null
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                chain.asDynamic().push(SimpleEntry(key, value))
                if (entry != null) {
                    backingMap[hashCode] = SimpleEntry(key, value)
                    size++
                    return null
                }
            } else {
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    chain.asDynamic().splice(index, 1)
                    size--
                    return entry.value
                }
            }
        }
        return null
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
        override fun containsKey(key: K): Boolean = getEntry(key) != null
        override fun override fun
override operator fun get(key: K): V? {
    if (key !is String) return null
    val value = backingMap[key]
    return if (value !== undefined) value.unsafeCast<V>() else null
}

override operator fun get(key: K): V? {
    if (key !is String) return null
    val oldValue = backingMap[key]
    if (value !== undefined) {
        structureChanged(host)
        return oldValue.unsafeCast<V>()
    } else {
        return null
    }
}

override fun put(key: K, value: V): V? {
    require(key is String)
    val oldValue = backingMap[key]
    backingMap[key] = value
    size++
// structureChanged(host)
    return oldValue.unsafeCast<V>()
}

override fun remove(key: K): V? {
    if (key !is String) return null
    val value = backingMap[key]
    if (value !== undefined) {
        jsDeleteProperty(backingMap, key)
        size--
// structureChanged(host)
        return value.unsafeCast<V>()
    } else {
        return null
    }
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
// structureChanged(host)
}

override fun iterator(): MutableIterator<MutableEntry<K, V>> {
    return object : MutableIterator<MutableEntry<K, V>> {
        private val keys: Array<String> = js("Object").keys(backingMap)
        private val iterator = keys.iterator()
        private var lastKey: String? = null

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): MutableEntry<K, V> {
            val key = iterator.next()
            lastKey = key
            @Suppress("UNCHECKED_CAST")
            return newMapEntry(key)
        }

        override fun remove() {
            @Suppress("UNCHECKED_CAST")
            this@InternalStringMap.remove(checkNotNull(lastKey) as K)
        }
    }
}

private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
    override val key: K get() = key
    override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

    override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

    override fun hashCode(): Int = AbstractMap.entryHashCode(this)
    override fun toString(): String = AbstractMap.entryToString(this)
    override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
}

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap]
 * interface, which additionally preserves the insertion order of entries during the iteration.
 * The insertion order is preserved by maintaining a doubly-linked list of all of its entries.
 * The code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * Based on GWT LinkedHashMap
 * Copyright 2008 Google Inc.
 */
private fun ChainEntry<K, V>.remove() {
    if (this.next === this) {
        // if this is single element, remove head
        head = null
    } else {
        if (head === this) {
            // if this is first element, move head to next
            head = next
        }
        next!!.prev = prev
        prev!!.next = prev
        prev = next
        next = head
    }
}

/**
 * Remove this node from the chain it is a part of.
 */
private fun ChainEntry<K, V>.addToEnd() {
    // This node is at the end of the chain, ie.
    _tail.next = this
    _tail = this
}

/*
 * The hashmap that keeps track of our entries and the chain. Note that we
 * duplicate the key here to eliminate changes to HashMap and minimize
 * the
 * code here, at the expense of additional space. */
private val map: HashMap<K, ChainEntry<K, V>> = HashMap<K, ChainEntry<K, V>>()

internal constructor(backingMap: HashMap<K, Any>) : super()
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure
internal constructor(backingMap: HashMap<K, ChainEntry<K, V>>)

/**
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor() :
    map = HashMap<K, ChainEntry<K, V>>() // internal constructor(backingMap: HashMap<K, Any>) : super()
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure

/**
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) :
    super(initialCapacity, loadFactor) {
        map = HashMap<K, ChainEntry<K, V>>()
    }

override fun createEntrySet(): MutableSet<MutableEntry<K, V>> = EntryIterator(this)

operator fun iterator(): Iterator<MutableEntry<K, V>> = EntryIterator(this)

operator fun contains(element: MutableEntry<K, V>): Boolean {
    return containsEntry(element)
}

override fun remove(element: MutableEntry<K, V>): Boolean {
    if (contains(element)) {
        val entry = map.remove(element.key)
        if (entry != null) {
            entry.remove()
            return entry.value
        }
    }
    return false
}

override fun get(key: K): V? = map.get(key)?.value

override fun put(key: K, value: V): V?
    return map.put(key, value)

override fun remove(key: K): V? = map.remove(key)

override fun clear() {
    map.clear()
}

override fun remove(key: K, value: V): Boolean
    return map.remove(key, value).

override fun containsValue(value: V): Boolean {
    var node:
        ChainEntry<K, V> = head
        do {
            if (node.value == value) {
                return true
            }
            node = node.next!!
        } while (node !== head)
    return false
}

override operator fun get(key: K): V? = map.get(key)

override fun entrySet(): Set<MutableEntry<K, V>> = EntrySet()

override fun keySet(): Set<K> = map.keys

override fun values(): Set<V> = map.values

override fun add(element: MutableEntry<K, V>): Boolean
    return entrySet().add(element)

override fun contains(element: MutableEntry<K, V>): Boolean
    return entrySet().contains(element)

override fun iterator(): Iterator<MutableEntry<K, V>> = EntryIterator(this)

override fun containsKey(key: K): Boolean
    return containsEntry(MutableEntry(key, value))

override fun remove(key: K): V? = map.remove(key)

override fun equals(other: Any?): Boolean
    return other is LinkedHashMap && other.map == this.map

override fun hashCode(): Int
    return map.hashCode()
object without hashing them.

/*
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 */

*"@\n
@\n
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 */

@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        //
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        // val messageString = String(message)
        outputStream.write(messageString)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog
override fun print(message: Any?): String {
    var s = String(message)
    val i = s.lastIndexOf(\n"
    if (i >= 0) {
        var buffer = s.substring(0, i)
        flush(buffer)
        s = s.substring(i + 1)
    }
    buffer += s
    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode)
        NodeJsOutput(js("process.stdout")) else
        BufferedOutputToConsoleLog()
}

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

/** Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin. */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    constructor(milliseconds: Number)
    constructor(dateString: String)
    constructor(year: Int, month: Int)
    constructor(year: Int, month: Int, day: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)

    fun getDate(): Int
    fun getDay(): Int
    fun getFullYear(): Int
    fun getHours(): Int
    fun getMilliseconds(): Int
    fun getMinutes(): Int
    fun getMonth(): Int
    fun getSeconds(): Int
    fun getTime(): Double
    fun getUTCDate(): Int
    fun getUTCDay(): Int
    fun getUTCFullYear(): Int
    fun getUTCHours(): Int
    fun getUTCMilliseconds(): Int
    fun UTCMinutes(): Int
    fun getUTCMonth(): Int
    fun getUTCSeconds(): Int
    fun setDate(date: Int)
    fun setDay(day: Int)
    fun setFullYear(year: Int)
    fun setHours(hours: Int)
    fun setMilliseconds(milliseconds: Number)
    fun setMinutes(minutes: Int)
    fun setMonth(month: Int)
    fun setSeconds(seconds: Int)
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
val String.toRegex: Regex
    get() = Regex(this)

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
val String.toRegex: Regex
    get() = Regex(this, option)

/**
 * Builds new string by populating newly created [StringBuilder] using provided
 * [builderAction] and then converting it to [String].
 */
fun StringBuilder(builderAction: StringBuilder.() -> Unit): String =
    StringBuilder().apply(builderAction).toString()

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]
 * using provided [builderAction] and then converting it to [String].
 */
fun StringBuilder(capacity: Int, builderAction: StringBuilder.() -> Unit): String =
    StringBuilder(capacity).apply(builderAction).toString()

/**
 * Appends all arguments to the given [Appendable].
 */
fun Appendable.append(vararg value: CharSequence?): Appendable {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T,
    transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

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 * license/LICENSE.txt file.
 */

package org.w3c.dom

import org.w3c.dom.*

public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

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 * license/LICENSE.txt file.
 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener =
    EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

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 * license/LICENSE.txt file.
 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() =
IllegalStateException actual constructor(message: String?, cause: Throwable?): RuntimeException(message, cause)

IndexOutOfBoundsException actual constructor(message: String?): RuntimeException(message, cause)

NullPointerException actual constructor(message: String?): RuntimeException(message)

NumberFormatException actual constructor(message: String?): IllegalArgumentException(message)

NullPointerException actual constructor(message: String?): RuntimeException(message)

ClassCastException actual constructor(message: String?): RuntimeException(message)

AssertionError private constructor(message: String?, cause: Throwable?): Error(message, cause)

NullPointerException actual constructor(message: String?): RuntimeException(message)

NullPointerException actual constructor(message: String?): RuntimeException(message)

NullPointerException actual constructor(message: String?): RuntimeException(message)

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NullPointerException actual constructor(message: String?): Runtime
fun keyOf(element: T): K

/**
 * Groups elements from the [Grouping] source by the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * The current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group.
 * The element from the source being aggregated: the first element being encountered in that group.
 * If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as `first`.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - `key`: the key of the group this element belongs to;
 * - `element`: the first element being encountered in that group.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - `key`: the key of the group this element belongs to;
 * - `element`: the first element being encountered in that group.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - `key`: the key of the group this element belongs to;
 * - `element`: the first element being encountered in that group.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - `key`: the key of the group this element belongs to;
 * - `element`: the first element being encountered in that group.
 */

group this element belongs to: } * - `accumulator`: the current value of the accumulator of the group; } * - `element`: the element from the source being accumulated. } * @return the [destination] map associating the key of each group with the result of accumulating the group elements. } * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

```kotlin
/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. } * An initial value of accumulator is the same [initialValue] for each group. } * @sample samples.collections.Grouping.map

```
following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being folded;
- `return` the [destination] map associating the key of each group with the result of accumulating the group elements.

* @sample

samples.collections.Grouping.reduceByMaxVowelsTo

```java
* \n* Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
* @return the [destination] map associating the key of each group with the count of elements in the group.
* @sample

samples.collections.Grouping.reduceByMaxVowelsTo
```

* Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
* @return the [destination] map associating the key of each group with the count of elements in the group.
* @sample

samples.collections.Grouping.reduceByMaxVowelsTo

```java
/*
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/
package kotlin.collections

/**
* Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
* @return the [destination] map associating the key of each group with the count of elements in the group.
*/
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, e -> acc + 1 }

/*
* Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group to the given [destination] map.
* @return the [destination] map associating the key of each group with the sum of elements in the group.
*/
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =
        fold(0) { acc, e -> acc + valueSelector(e) }
```
acos(value: Double): Double
    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)"), "kotlin.math.asin"), level = DeprecationLevel.ERROR)
    public fun asin(value: Double): Double

@Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)"), "kotlin.math.atan"), level = DeprecationLevel.ERROR)
    public fun atan(value: Double): Double
    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)"), "kotlin.math.atan2"), level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double

@Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)"), "kotlin.math.cos"), level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double
    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)"), "kotlin.math.sin"), level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double

@Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)"), "kotlin.math.exp"), level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double

    @Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("sqrt(value)"), "kotlin.math.sqrt"), level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double

    @Deprecated("Use kotlin.math.tan instead.", ReplaceWith("tan(value)"), "kotlin.math.tan"), level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double

    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)"), "kotlin.math.ln"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double

    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)"), "kotlin.math.pow"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double

    @PublishedApi
    internal fun trunc(value: Number): Double
    @PublishedApi
    internal fun sign(value: Number): Double

    @PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double

    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect 457
Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect 4600
```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.withSign(sign: Int): Double =
    this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 * Special Cases:
 * - NaN.ulp is NaN - `x.ulp` is `+Inf` when `x` is `-Inf` or `-Inf` - `0.ulp` is `Double.MIN_VALUE`
 * @throws IllegalArgumentException
 */
@SinceKotlin("1.2")
public actual fun Double.ulp(): Double =
    when {
        this < 0 -> (-this).ulp
        this.isNaN() || this == Double.POSITIVE_INFINITY
        else
            this
    }

/**
 * Returns the Double value nearest to this value in direction of positive infinity.
 * @throws IllegalArgumentException
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double =
    when {
        this.isNaN() || this == Double.MAX_VALUE
        else
            Double.fromBits(this.toRawBits() + 1)
    }

/**
 * Returns the Double value nearest to this value in direction of negative infinity.
 * @throws IllegalArgumentException
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double =
    when {
        this.isNaN() || this == Double.MIN_VALUE
        else
            Double.fromBits(this.toRawBits() - 1)
    }

/**
 * Returns the Double value nearest to this value in direction from this value towards the value `to`.
 * Special cases:
 *   - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
 *   - `x.nextTowards(x)` returns the [Double] value nearest to this value in direction from this value towards the value [to].
 *   - `Double.MIN_VALUE.nextTowards(Double.MAX_VALUE)` returns `Double.MAX_VALUE`
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double =
    when {
        this.isNaN() || to.isNaN() -> Double.NaN
        this == to -> to
        this > to -> this.nextUp()
        else
            this.nextDown()
    }

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

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

**Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability Fix - Right Image - Kafka-Connect 461**
acos(x: Float): Float = nativeMath.acos(x.toDouble()).toFloat() Computes the arc tangent of the value [x].\( \forall x \) * the returned value is an angle in the range from -'PI/2' to 'PI/2' radians.\( \forall x \) * Special cases:\( \forall x \) * - 'atan(NaN)' is 'NaN'\( \forall x \) * 'atanSinceKotlin(1.2)'\( \forall x \)@InlineOnly\( \forall public actual inline fun atan(x: Float): Float = nativeMath.atan(x.toDouble()).toFloat() Computes the angle 'theta' of the polar coordinates \( (r, \theta) \) that correspond to\( x \) * to the rectangular coordinates \( (x, y) \) by computing the arc tangent of the value [y] / [x].\( \forall x \) * the returned value is an angle in the range from -'PI' to 'PI' radians.\( \forall x \) * Special cases:\( \forall x \) * - atan2(0.0, 0.0)) is '0.0'\( \forall x \) * - atan2(0.0, x)) is '0.0' for 'x > 0' and 'PI' for 'x < 0'\( \forall x \) * - atan2(-0.0, x)) is '-0.0' for 'x > 0' and '-PI' for 'x < 0'\( \forall x \) * - atan2(y, +Inf)) is '0.0' for '0 < y < +Inf' and '-0.0' for '-Inf < y < 0'\( \forall x \) * - atan2(y, -Inf)) is 'PI' for '0 < y < +Inf' and '-PI' for '-Inf < y < 0'\( \forall x \) * - atan2(y, 0.0)) is 'PI/2' for 'y > 0' and '-PI/2' for 'y < 0'\( \forall x \) * - atan2(+Inf, x)) is 'PI/2' for finite 'x'\( \forall x \) * - atan2(-Inf, x)) is '-PI/2' for finite 'x'\( \forall x \) * - atan2(NaN, x)) and 'atan2(y, NaN)' is 'NaN'\( \forall x \) * 'atanSinceKotlin(1.2)'\( \forall x \)@InlineOnly\( \forall public actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat() Computes the hyperbolic sine of the value [x] \( \forall x \) * Special cases:\( \forall x \) * - sinh(NaN)) is 'NaN'\( \forall x \) * - sinh(Inf)) is '+Inf'\( \forall x \) * - sinh(-Inf)) is '-Inf'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun sinh(x: Float): Float = nativeMath.sinh(x.toDouble()).toFloat() Computes the hyperbolic cosine of the value [x] \( \forall x \) * Special cases:\( \forall x \) * - cosh(NaN)) is 'NaN'\( \forall x \) * - cosh(Inf)) is '+Inf'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat() Computes the hyperbolic tangent of the value [x] \( \forall x \) * Special cases:\( \forall x \) * - tanh(NaN)) is 'NaN'\( \forall x \) * - tanh(Inf)) is '+1.0'\( \forall x \) * - tanh(-Inf)) is '-1.0'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat() Computes the inverse hyperbolic sine of the value [x] \( \forall x \) * Special cases:\( \forall x \) * The returned value is 'y' such that \( \sinh(y) = x \)\( \forall x \) * Special cases:\( \forall x \) * - asinh(NaN)) is 'NaN'\( \forall x \) * - asinh(Inf)) is '+Inf'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun asinh(x: Float): Float = nativeMath.asinh(x.toDouble()).toFloat() Computes the inverse hyperbolic cosine of the value [x] \( \forall x \) * Special cases:\( \forall x \) * The returned value is 'y' such that \( \cosh(y) = x \)\( \forall x \) * Special cases:\( \forall x \) * - acosh(NaN)) is 'NaN'\( \forall x \) * - acosh(Inf)) is '+Inf'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun acosh(x: Float): Float = nativeMath.acosh(x.toDouble()).toFloat() Computes the inverse hyperbolic tangent of the value [x] \( \forall x \) * Special cases:\( \forall x \) * The returned value is 'y' such that \( \tanh(y) = x \)\( \forall x \) * Special cases:\( \forall x \) * - tanh(NaN)) is 'NaN'\( \forall x \) * - tanh(Inf)) is '-1.0'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat() Computes the inverse hyperbolic cosine of the value [x] \( \forall x \) * Special cases:\( \forall x \) * Computes the positive square root of the value [x] \( \forall x \) * Special cases:\( \forall x \) * Computes Euler's number 'e' raised to the power of the value [x] \( \forall x \) * Special cases:\( \forall x \) * Computes \( \exp(NaN) \)' is 'NaN'\( \forall x \) * - \( \exp(Inf) \)' is '+Inf'\( \forall x \) * - \( \exp(-Inf) \)' is '0.0'\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun exp(x: Float): Float = nativeMath.exp(x.toDouble()).toFloat() Computes \'exp(x) - 1.0'\( \forall x \) * This function can be implemented to produce more precise result for [x] near zero.\( \forall x \) * Special cases:\( \forall x \) * - \( \expm1(NaN) \)' is 'NaN'\( \forall x \) * - \( \expm1(Inf) \)' is '+Inf'\( \forall x \) * - \( \expm1(-Inf) \)' is '-1.0'\( \forall x \) * @see [exp] function.\( \forall x \)@SinceKotlin('1.2')\( \forall x \)@InlineOnly\( \forall public actual inline fun expm1(x: Float): Float = nativeMath.expm1(x.toDouble()).toFloat() Computes the logarithm of the value [x] to the given [base] \( \forall x \) * Special cases:\( \forall x \) * - \( \log(x, 0) \) is 'NaN' if either \( x \) or 'b' are 'NaN'\( \forall x \) * - \( \log(x, b) \) is
`NaN` when `x < 0` or `b <= 0` or `b == 1.0` * `log(+Inf, +Inf)` is `NaN` * `-log(0.0, b)` is `-Inf` for `b < 1` * `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1` * `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1` * Computes the common logarithm (base 10) of the value `[x]

* See also logarithm functions for common fixed bases: [In], [log10] and [log2].

* @SinceKotlin("1.2")
* @InlineOnly
* public actual inline fun log10(x: Float): Float =
  nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes the natural logarithm (base `E`) of the value 
 * @see [ln] function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Float): Float =
  nativeMath.log(x.toDouble()).toFloat()

/**
 * Computes the common logarithm (base 10) of the value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Float): Float =
  nativeMath.log10(x.toDouble()).toFloat()

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Float): Float =
  nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value `x`:
 * `1.0` if the value is positive,
 * `0.0` if the value is zero,
 * `-1.0` if the value is negative
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float): Float =
  nativeMath.sign(x.toDouble()).toFloat()

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Float, b: Float): Float =
  nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Float, b: Float): Float =
  nativeMath.max(a, b)

// extensions

/**
 * Returns the integer part of the given value `x`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Float): Float =
  truncate(x.toDouble()).toFloat()
/* See the other overload of [pow] for details. */

public

@SinceKotlin("1.2")
public actual inline fun Float.pow(n: Int): Float = nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()

/**
 * Returns the sign of this value: *n* * 1 * if the value is positive:*n* * 0 * if the value is zero:*n* * -1 * if the value is negative.
 */
public actual inline val Float.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Rounds this value with the sign bit same as of the [sign] value:*n* * 1 * if the sign bit same as of the [sign] value:*n* * 0 * If [sign] is `NaN` the sign of the result is undefined.
 */
public actual inline fun Float.withSign(sign: Int, *n*: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this value with the sign bit same as of the [sign] value:*n* * 1 * if the value is positive:*n* * 0 * if the value is zero:*n* * -1 * if the value is negative:*n* * Special cases:*n* * NaN.sign` is `NaN` *n* * @see abs function
 */
public actual inline val Float.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the absolute value of this value:*n* * 1 * if the value is positive:*n* * 0 * if the value is zero:*n* * -1 * if the value is negative.
 */
public actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()

/**
 * Returns the absolute value of this value:*n* * 1 * if the value is positive:*n* * 0 * if the value is zero:*n* * -1 * if the value is negative.
 */
public actual inline val Int.absoluteValue: Int get() = abs(this)

/**
 * Returns the smallest of two values.
 */
public actual inline fun min(a: Int, b: Int): Int = nativeMath.min(a, b)

/**
 * Returns the greatest of two values.
 */
public actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)

/**
 * Returns the absolute value of the given value *[n]* * 1 * Returns the absolute value of the given value *[n]* * Special cases:*n* * -1 * if the value is positive:*n* * 0 * if the value is zero,*n* * 1 * if the value is negative.
 */
public actual inline val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the smallest of two values.
 */
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greatest of two values.
 */
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

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464
fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countLeadingZeroBits(): Int
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else ->
            high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countTrailingZeroBits(): Int
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else ->
            low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(low.takeHighestOneBit(), 0)
        else -> Long(0, high.takeHighestOneBit())
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else ->
            Long(high.takeLowestOneBit(), 0)
    }

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(n) == number.rotateRight(-n)`
 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:
 * `number.rotateLeft(n % 64) == number.rotateLeft(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long
{
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow = low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(high, low)
    } else {
        return if ((bitCount and 32) == 0) this else Long(high, low)
    }
}

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(n) == number.rotateLeft(-n)`
 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:
 * `number.rotateRight(n % 64) == number.rotateRight(n)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

this.unsafeCast<Promise<T>>()\n.then(onFulfilled)\n\n\ninline fun <T, S> Promise<Promise<T>>.then(on\nuninline onFulfilled: ((T) -> S)?, on\nuninline onRejected: ((Throwable) -> S)?): Promise<S> { return this.unsafeCast<Promise<T>>()\n.then(onFulfilled, onRejected)\n\n\n/**
 * Obtains a constructor reference for the given `KClass`.\n */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.\n */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.\n */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.\n     */
    val name: String

    // TODO: use FQN
    override fun equals(other: Any?): Boolean {
        return other is JsClass<*>() && name == other.name
    }

    override fun hashCode(): Int = name.hashCode() ?: 0

    override fun toString(): String {
        // TODO: use FQN
        return "class $name"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {

    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jClass.isInstance(value)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return givenSimpleName.isInstance(value)
    }
}

open class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    // TODO: use FQN
    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*> && jClass == other.jClass
    }

    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jClass.isInstance(value)
    }

    // TODO: use FQN
    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun toString(): String {
        // TODO: use FQN
        return "class $simpleName"
    }
}
isInstanceFunction(value)
} }

override fun simpleName(): String = "Nothing"

override fun get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

override fun equals(other: Any?): Boolean = other === this

override fun hashCode(): Int = 0

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"
    override val jClass: JsClass<Nothing> = js("Object")

    override fun isInstance(value: Any?): Boolean = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"
    override val jClass: JsClass<Nothing> = js("Object")

    override fun isInstance(value: Any?): Boolean = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"
    override val jClass: JsClass<Nothing> = js("Object")

    override fun isInstance(value: Any?): Boolean = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()
    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {

    public val index: Int

    public val input: String

    public val length: Int

}

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

```kotlin
package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence
    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}
```

```kotlin
package kotlin.text

public actual fun Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char = js("String.fromCharCode")((toInt()).unsafeCast<Int>().toChar()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char = js("String.fromCharCode")((toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE
```

```kotlin
package kotlin.text

/**
 * Returns `true` if the contents of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)
string as a [Double] number and returns the result.

 */
public actual fun String.toDouble(): Double =
    (+(this.asDynamic())).unsafeCast<Double>().also {
        if (it.isNaN() && !this.isNaN() || it == 0.0 &&
            this.isBlank())
            numberFormatError(this)
    }

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float =
    toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? =
    (+(this.asDynamic())).unsafeCast<Double>().takeIf {
        !(it.isNaN() && !this.isNaN() || it == 0.0 &&
            this.isBlank())
    }

/**
 * Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? =
    toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String =
    this.toInt().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int =
    when {
        char >= '0' && char <= '9' -> char - '0'
        char >= 'A' && char <= 'Z' -> char - 'A' + 10
        char >= 'a' && char <= 'z' -> char - 'a' + 10
        else -> -1
    }.let { if (it >= radix) -1 else it }

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions) and
 * [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](http://www.w3schools.com/jsref/jsref_obj_regexp.asp).
 */
public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {
    /** Creates a regular expression from the specified [pattern] string and the specified set of [options].
     * Represents a compiled regular expression.
     * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
     * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
     * and
     * [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](http://www.w3schools.com/jsref/jsref_obj_regexp.asp).
     */
    @constructor Creates a regular expression from the specified [pattern] string and the specified set of [options].
    public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {
        /** Creates a regular expression from the specified [pattern] string and the specified set of [options].
         * Represents a compiled regular expression.
         * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
         * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
         * and
         * [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](http://www.w3schools.com/jsref/jsref_obj_regexp.asp).
         */
         @constructor Creates a regular expression from the specified [pattern] string and the specified set of [options].
         public actual constructor(pattern: String, options: RegexOption) : this(pattern, emptySet())
         */
         public actual constructor(pattern: String, options: RegexOption) : this(pattern, emptySet())
         */
         public actual constructor(pattern: String) : this(pattern, emptySet())
         */
         public actual constructor(pattern: String) : this(pattern, emptySet())
         */
         The pattern string of this regular expression.
public actual val pattern: String = pattern
/** The set of options that were used to create this regular expression. */
public actual val options: Set<RegexOption> = options.toSet()

private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

/**
 * Indicates whether the regular expression matches the entire [input].
 */
public actual infix fun matches(input: CharSequence): Boolean {
    nativePattern.reset()
    val match = nativePattern.exec(input.toString())
    return match != null && match.index == 0 && nativePattern.lastIndex == input.length
}

/**
 * Indicates whether the regular expression can find at least one match in the specified [input].
 */
public actual fun containsMatchIn(input: CharSequence): Boolean {
    nativePattern.reset()
    return nativePattern.test(input.toString())
}

/**
 * Returns the first match of a regular expression in the [input],
 * beginning at the specified [startIndex].
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)

/**
 * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the
 * specified [startIndex].
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
    generateSequence({ find(input, startIndex) },
    { match -> match.next() })

/**
 * Attempts to match the entire [input] CharSequence against the
 * pattern.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') && pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
}

/**
 * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
 * @param replacement A replacement expression that can include substitutions. See
 */
public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

/**
 * Replaces all occurrences of this regular expression in the specified [input] string
 * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as
 * a replacement for that match.
 */
public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
    var match = find(input)
    if (match == null) return input.toString()
    var lastStart = 0
    var length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart =
        foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length &&
        match != null) sb.append(input, lastStart, length)
    return sb.toString()
}

/**
 * Replaces the first occurrence of this regular expression in the
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun replaceFirst(input: CharSequence, replacement: String): String {
    var match = find(input)
    if (match == null) return input.toString()
    var lastStart = 0
    var length = input.length
    var sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart =
        foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length &&
        match != null) sb.append(input, lastStart, length)
    return sb.toString()
}

/**
 * Splits the [input] CharSequence around matches of
 * this regular expression.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was
    }
This page contains a snippet of code from the Kotlin programming language, which is used in the Apache Kafka project. The code is part of a regular expression pattern-matching library, which is included in the Apache Commons Lang project. The code snippet includes methods for searching and matching regular expressions in strings, with options for case sensitiveness and byte boundaries. The code is designed to be used in situations where pattern matching is needed, such as in text processing or data validation. The snippet also shows the use of object-oriented programming and method overloads to handle different use cases efficiently. The code is written in a way that is readable and maintainable, following best practices in software development.
*\n*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeStartsWith(prefix, startIndex)\n    else\n        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)\n*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeEndsWith(suffix)\n    else\n        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n*\n*\npublic fun String.matches(regex: String): Boolean {\n    val result = this.match(regex)\n    return result != null && result.size != 0\n*\n*\npublic fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^[\\s\\xA0]+$")\n*\n*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =\n    if (this == null)\n        other == null\n    else if (!ignoreCase)\n        this == other\n    else\n        other != null && this.toLowerCase() == other.toLowerCase()\n*\n*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =\n    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)\n*\n*\n/**\n * Returns a copy of this string having its first letter uppercased, or the original string.\n * if it's empty or already starts with an upper case letter.\n *\n * @sample samples.text.Strings.capitalize\n */\npublic actual fun String.capitalize(): String {\n    return if (isNotEmpty())\n        substring(0, 1).toUpperCase() + substring(1) else this\n*\n*\n/**\n * Returns a copy of this string having its first letter lowercased, or the original string,\n * if it's empty or already starts with a lower case letter.\n *\n * @sample samples.text.Strings.decapitalize\n */\npublic actual fun String.decapitalize(): String {\n    return if (isNotEmpty())\n        substring(0, 1).toLowerCase() + substring(1) else this\n*\n*\n/**\n * Returns a string containing this char sequence repeated [n] times.\n *\n * @throws [IllegalArgumentException] when n < 0.\n *\n */\npublic actual fun CharSequence.repeat(n: Int): String {\n    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }\n    return when (n) {\n        0 -> ""\n        1 -> this.toString()\n        else -> {\n            var result = ""\n            if (!isEmpty()) {
                var s = this.toString()\n                var count = n\n                while (true) {\n                    if ((count and 1) == 1) {\n                        result += s\n                    }\n                    count = count ushr 1\n                    if (count == 0) {\n                        break\n                    }\n                    s += s\n                }\n            }\n            return result\n        }\n    }\n*\n*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),\n    Regex.escapeReplacement(newValue))@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),\n    newChar.toString())@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),\n    Regex.escapeReplacement(newValue))@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),\n    newChar.toString())@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),\n    Regex.escapeReplacement(newValue))@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),\n    newChar.toString())\n*\n*\nCopyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n*\nOpen Source Used In Connected-Pharma 1.10.7 - Apacheolog4j Vulnerability fix - right image - kafka-connect 474
StringBuilder(content: String = "") : Appendable, CharSequence |
    actual constructor(capacity: Int) : this() |
    actual constructor(content: CharSequence) : this(content.toString()) |
    actual constructor() : this("") |
    private var string: String = content |
    actual override val length: Int |
    actual override fun get(index: Int): Char |
    actual override fun getOrElse(index: Int) { |
      throw IndexOutOfBoundsException("index: $index, length: $Length") } |
    actual override fun subSequence(startIndex: Int, endIndex: Int) |
    actual override fun append(c: Char): StringBuilder |
    actual override fun append(csq: CharSequence?): StringBuilder |
    actual override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder |
    actual fun append(obj: Any?): StringBuilder |
    reverse(): StringBuilder |
    clear(): StringBuilder |
    toString(): String |

/** |
 * Clears the content of this string builder making it empty.
 * @sample samples.text.Strings.clearStringBuilder
 */ |
@SinceKotlin("1.3") |
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", |
"NOTHING_TO_INLINE") |
public actual inline fun StringBuilder.clear(): StringBuilder |
    = this.clear()

/** |
 * The exception thrown when a character encoding or decoding error occurs.
 */ |
@SinceKotlin("1.3") |
@ExperimentalStdlibApi |
public actual open class |
CharacterCodingException(message: String?) : Exception(message) |
    = this(null)

/** |
 * Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.
 */ |
@UseExperimental(ExperimentalStdlibApi::class) |
private fun malformed(size: Int, index: Int, |
    throwOnMalformed: Boolean): Int |
    = if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at $index") |
    else -size

/** |
 * Returns code point corresponding to UTF-16 surrogate pair,
 * where the first of the pair is the [high] and the second is in the [string] at the [index].
 * Returns zero if the pair is malformed and [throwOnMalformed] is false.
 * @throws [CharacterCodingException] if the pair is malformed and [throwOnMalformed] is true.
 */ |
private fun codePointFromSurrogate(string: String, high: Int, index: Int, |
    endIndex: Int, throwOnMalformed: Boolean): Int |
    = if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    } else {
        val low = string[index].toInt()
        if (low !in 0xDC00..0xDFFF) {
            return malformed(0, index, throwOnMalformed)
        } else {
            return (high and 0x3FF) shl 10 or (low and 0x3FF)
        }
    }

/** |
 * Returns code point corresponding to UTF-8 sequence of two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence if the sequence is malformed and [throwOnMalformed] is false.
 * @throws [CharacterCodingException] if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 */ |
private fun codePointFrom2(bytes: ByteArray, byte1: Int, |
    index: Int, endIndex: Int, throwOnMalformed: Boolean): Int |
    = if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    } else {
        val byte2 = bytes[index].toInt()
        if (byte2 and 0xC0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        } else {
            return (byte1 shl 6) xor byte2 xor 0xF800
        }
    }

/** |
 * Returns code point corresponding to UTF-8 sequence of three bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence if the sequence is malformed and [throwOnMalformed] is false.
 * @throws [CharacterCodingException] if the sequence of three bytes is malformed and [throwOnMalformed] is true.
 */ |
private fun codePointFrom3(bytes: ByteArray, byte1: Int, |
    index: Int, endIndex: Int, throwOnMalformed: Boolean): Int |
    = if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    } else {
        val byte2 = bytes[index].toInt()
        if (byte2 and 0xC0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        } else {
            return (byte1 shl 6) xor byte2 xor 0xF800
        }
    }
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```kotlin
val codePointFromSurrogate(string: String, code: Int, charIndex: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    require(startIndex >= 0 && endIndex <= string.length)

    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex && startIndex <= endIndex)
    
        val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex && startIndex <= endIndex)
    
        val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    ```
bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]

else {
    bytes[byteIndex++] = ((codePoint shr 12) and 0x3F) or 0x80;
toByte()}
bytes[byteIndex++] = ((codePoint shr 6) and 0x3F) or 0x80;
toByte()}
bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).
toByte()
}

return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * 
 * @param byteIndex the array to be decoded.
 * @param charIndex the start offset (inclusive) of the array to be encoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].
 * @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
 * @param int internal fun decodeUtf8(bytes: ByteArray, startChar: Int, endChar: Int, throwOnMalformed: Boolean): String {
require(startChar >= 0 && endChar <= bytes.size && startChar <= endChar)
var byteIndex = startChar
val stringBuilder = StringBuilder()

while (byteIndex < endChar) {
    val byte = bytes[byteIndex++].toInt()
    when {
        byte >= 0 ->
            stringBuilder.append(byte.toChar())
        byte shr 5 == -2 -> {
            val code = codePointFrom2(bytes, byte, byteIndex, endChar, throwOnMalformed)
            if (code <= 0) {
                stringBuilder.append(REPLACEMENT_CHAR)
                byteIndex += -code
            } else {
                stringBuilder.append(code.toChar())
                byteIndex += 1
            }
        }
        byte shr 4 == -2 -> {
            val code = codePointFrom3(bytes, byte, byteIndex, endChar, throwOnMalformed)
            if (code <= 0) {
                stringBuilder.append(REPLACEMENT_CHAR)
                byteIndex += -code
            } else {
                stringBuilder.append(code.toChar())
                byteIndex += 2
            }
        }
        byte shr 3 == -2 -> {
            val code = codePointFrom4(bytes, byte, byteIndex, endChar, throwOnMalformed)
            if (code <= 0) {
                stringBuilder.append(REPLACEMENT_CHAR)
                byteIndex += -code
            } else {
                val high = (code - 0x10000) shr 10 or 0xD800
                val low = (code and 0x3FF) or 0xDC00
                stringBuilder.append(high.toChar())
                stringBuilder.append(low.toChar())
                byteIndex += 3
            }
        }
        else -> {
            stringBuilder.append(REPLACEMENT_CHAR)
        }
    }
}

return stringBuilder.toString()
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@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.khronos.webgl
import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally

var failIfMajorPerformanceCaveat: Boolean? /* = false */
get() =
definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly

public external abstract class WebGLObject

/**
 * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */

public external abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */

public external abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */

public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */

public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */

public external abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */

public external abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */

public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */

public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */

public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int): Unit
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?): Unit
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String): Unit
    fun bindBuffer(target: Int, buffer: WebGLBuffer?): Unit
    fun bindFrameBuffer(target: Int, framebuffer: WebGLFramebuffer?): Unit
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?): Unit
    fun bindTexture(target: Int, texture: WebGLTexture?): Unit
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun blendEquation(mode: Int): Unit
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int): Unit
    fun blendFunc(sfactor: Int, dfactor: Int): Unit
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int): Unit
    fun bufferData(target: Int, data: BufferDataSource?, usage: Int): Unit
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?): Unit
    fun checkFramebufferStatus(target: Int): Int
    fun clear(mask: Int): Unit
    fun clearDepth(depth: Float): Unit
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun clearStencil(s: Int): Unit
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean): Unit
    fun compileShader(shader: WebGLShader?): Unit
    fun


fun createBuffer(): WebGLBuffer?

fun createFramebuffer(): WebGLFramebuffer?

fun createProgram(): WebGLProgram?

fun createRendererBuffer(rendererBuffer: WebGLRendererBuffer?): Unit

fun deleteBuffer(buffer: WebGLBuffer?): Unit

fun deleteFramebuffer(framebuffer: WebGLFramebuffer?): Unit

fun deleteProgram(program: WebGLProgram?): Unit

fun deleteRendererBuffer(rendererBuffer: WebGLRendererBuffer?): Unit

fun deleteShader(shader: WebGLShader?): Unit

fun deleteTexture(texture: WebGLTexture?): Unit

fun depthFunc(func: Int): Unit

fun depthMask(flag: Boolean): Unit

fun depthRange(zNear: Float, zFar: Float): Unit

fun detachShader(program: WebGLProgram?, shader: WebGLShader?): Unit

fun disable(cap: Int): Unit

fun disableVertexAttribArray(index: Int): Unit

fun drawArrays(mode: Int, first: Int, count: Int): Unit


fun enable(cap: Int): Unit

fun enableVertexAttribArray(index: Int): Unit

fun finish(): Unit

fun flush(): Unit

fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?): Unit


fun frontFace(mode: Int): Unit

fun generateMipmap(target: Int): Unit

fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?

fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?

fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?

fun getAttribLocation(program: WebGLProgram?, name: String): Int

fun getBufferParameter(target: Int, pname: Int): Any?

fun getParameter(pname: Int): Any?

fun getError(): Int

fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?

fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?

fun getProgramInfoLog(program: WebGLProgram?): String?

fun getRenderbufferParameter(target: Int, pname: Int): Any?

fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?

fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?

fun getShaderInfoLog(shader: WebGLShader?): String?

fun getTexture(target: Int, pname: Int): WebGLTexture?

fun getTextureParameters(target: Int, pname: Int): WebGLTextureParameter?

fun getTextureOffset(target: Int, index: Int, name: String): WebGLTextureOffset?

fun hint(target: Int, mode: Int): Unit

fun isBuffer(buffer: WebGLBuffer?): Boolean

fun isEnabled(cap: Int): Boolean

fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean

fun isProgram(program: WebGLProgram?): Boolean

fun isRendererBuffer(rendererBuffer: WebGLRendererBuffer?): Boolean

fun isShader(shader: WebGLShader?): Boolean

fun lineWidth(width: Float): Unit

fun linkProgram(program: WebGLProgram?): Unit

fun pixelStorei(pname: Int, param: Int): Unit

fun polygonOffset(factor: Float, units: Float): Unit

fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?): Unit

fun renderbufferStorage(target: Int, internalFormat: Int, width: Int, height: Int): Unit

fun sampleCoverage(value: Float, invert: Boolean): Unit

fun scissor(x: Int, y: Int, width: Int, height: Int): Unit

fun sampleCoverage(value: Float, invert: Boolean): Unit

fun shaderStorage(storage: WebGLShaderStorage): Unit

fun stencilFunc(func: Int, ref: Int, mask: Int): Unit

fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int): Unit

fun stencilMask(mask: Int): Unit

fun stencilMaskSeparate(face: Int, mask: Int): Unit


fun texImage2D(target: Int, level: Int, internalFormat: Int, format: Int, type: Int, source:TexImageSource?): Unit

fun texParameter(target: Int, pname: Int, param: Int): Unit

Intr
val LINE_LOOP: Intr
val LINE_STRIP: Intr
val TRIANGLES: Intr
val TRIANGLE_STRIP: Intr
val TRIANGLE_FAN: Intr
val ZERO: Intr
val ONE: Intr
val SRC_COLOR: Intr
val ONE_MINUS_SRC_COLOR: Intr
val SRC_ALPHA: Intr
val ONE_MINUS_SRC_ALPHA: Intr
val DST_ALPHA: Intr
val ONE_MINUS_DST_ALPHA: Intr
val DST_COLOR: Intr
val ONE_MINUS_DST_COLOR: Intr
val SRC_ALPHA_SATURATE:
Intr
val FUNC_ADD: Intr
val BLEND_EQUATION: Intr
val BLEND_EQUATION_RGB:
Intr
val BLEND_EQUATION_ALPHA: Intr
val FUNC_SUBTRACT: Intr
val FUNC_REVERSE_SUBTRACT: Intr
val BLEND_DST_RGB: Intr
val BLEND_SRC_RGB: Intr
val BLEND_DST_ALPHA: Intr
val BLEND_SRC_ALPHA: Intr
val CONSTANT_COLOR: Intr
val ONE_MINUS_CONSTANT_COLOR: Intr
val CONSTANT_ALPHA: Intr
val ONE_MINUS_CONSTANT_ALPHA: Intr
val BLEND_COLOR: Intr
val ARRAY_BUFFER: Intr
val ELEMENT_ARRAY_BUFFER: Intr
val ARRAY_BUFFER_BINDING: Intr
val CURRENT_VERTEX_ATTRIB: Intr
val FRONT: Intr
val BACK: Intr
val CULL_FACE: Intr
val BLEND: Intr
val DITHER: Intr
val STENCIL_TEST: Intr
val DEPTH_TEST: Intr
val SCISSOR_TEST: Intr
val POLYGON_OFFSET_FILL: Intr
val SAMPLE_ALPHA_TO_COVERAGE: Intr
val SAMPLE_COVERAGE: Intr
val NO_ERROR: Intr
val INVALID_ENUM: Intr
val INVALID_VALUE: Intr
val INVALID_OPERATION: Intr
val OUT_OF_MEMORY: Intr
val CW: Intr
val CCW: Intr
val LINE_WIDTH: Intr
val ALIASED_POINT_SIZE_RANGE:
Intr
val ALIASED_LINE_WIDTH_RANGE: Intr
val CULL_FACE_MODE: Intr
val FRONT_FACE: Intr
val DEPTH_RANGE: Intr
val DEPTH_WRITEMASK: Intr
val DEPTH_CLEAR_VALUE: Intr
val DEPTH_FUNC: Intr
val STENCIL_CLEAR_VALUE: Intr
val STENCIL_FUNC: Intr
val STENCIL_FAIL: Intr
val STENCIL_PASS_DEPTH_FAIL: Intr
val STENCIL_PASS_DEPTH_PASS: Intr
val STENCIL_REF: Intr
val STENCIL_BACK_FUNC: Intr
val STENCIL_BACK_FAIL: Intr
val STENCIL_BACK_PASS_DEPTH_FAIL: Intr
val STENCIL_BACK_PASS_DEPTH_PASS: Intr
val STENCIL_BACK_REF: Intr
val STENCIL_BACK_VALUE_MASK: Intr
val SCISSOR_BOX: Intr
val COLOR_CLEAR_VALUE: Intr
val COLOR_WRITEMASK: Intr
val UNPACK_ALIGNMENT: Intr
val PACK_ALIGNMENT: Intr
val MAX_TEXTURE_SIZE: Intr
val MAX_VIEWPORT_DIMS: Intr
val SUBPIXEL_BITS: Intr
val RED_BITS: Intr
val GREEN_BITS: Intr
val BLUE_BITS: Intr
val ALPHA_BITS:
Intr
val DEPTH_BITS: Intr
val STENCIL_BITS: Intr
val POLYGON_OFFSET_UNITS:
 there are many other intrinsic values related to OpenGL functions, such as BLEND_DST_RGB, BLEND_SRC_RGB, CONSTANTS_COLOR, CONSTRANT_ALPHA, BLEND_COLOR, ARRAY_BUFFER, ELEMENT_ARRAY_BUFFER, ARRAY_BUFFER_BINDING, CURRENT_VERTEX_ATTRIB, FRONT, BACK, CULL_FACE, BLEND, DITHER, STENCIL_TEST, DEPTH_TEST, SCISSOR_TEST, POLYGON_OFFSET_FILL, SAMPLE_ALPHA_TO_COVERAGE, SAMPLE_COVERAGE, NO_ERROR, INVALID_ENUM, INVALID_VALUE, INVALID_OPERATION, OUT_OF_MEMORY, CW, CCW, LINE_WIDTH, ALIASED_POINT_SIZE_RANGE, ALIASED_LINE_WIDTH_RANGE, CULL_FACE_MODE, FRONT_FACE, DEPTH_RANGE, DEPTH_WRITEMASK, DEPTH_CLEAR_VALUE, DEPTH_FUNC, STENCIL_CLEAR_VALUE, STENCIL_FUNC, STENCIL_FAIL, STENCIL_PASS_DEPTH_FAIL, STENCIL_PASS_DEPTH_PASS, STENCIL_REF, STENCIL_BACK_FUNC, STENCIL_BACK_FAIL, STENCIL_BACK_PASS_DEPTH_FAIL, STENCIL_BACK_PASS_DEPTH_PASS, STENCIL_BACK_REF, STENCIL_BACK_VALUE_MASK, SCISSOR_BOX, COLOR_CLEAR_VALUE, COLOR_WRITEMASK, UNPACK_ALIGNMENT, PACK_ALIGNMENT, MAX_TEXTURE_SIZE, MAX_VIEWPORT_DIMS, SUBPIXEL_BITS, RED_BITS, GREEN_BITS, BLUE_BITS, ALPHA_BITS, DEPTH_BITS, STENCIL_BITS, POLYGON_OFFSET_UNITS, POLYGON_OFFSET_FACTOR, TEXTURE_BINDING_2D, SAMPLE_BUFFERS, SAMPLE_COVERAGE_VALUE, SAMPLE_COVERAGE_INVERT, COMPRESSED_TEXTURE_FORMATS, DONT_CARE, FASTEST, NICEST, GENERATE_MIPMAP_HINT, BYTE, UNSIGNED_BYTE, SHORT, UNSIGNED_SHORT, INT, UNSIGNED_INT, FLOAT, DEPTH_COMPONENT, ALPHABET, RGBA, LUMINANCE, LUMINANCE_ALPHA, UNSIGNED_BYTE, INT, UNSIGNED_INT, FLOAT, DEPTH_COMPONENT, ALPHABET, RGBA, LUMINANCE, LUMINANCE_ALPHA, UNSIGNED_SHORT_4_4_4_4, UNSIGNED SHORT_5_5_5_1, FRAGMENT_SHADER, VERTEX_SHADER, MAX_VERTEX_ATTRIBS, MAX_VERTEX_UNIFORM_VECTORS, MAX_FRAGMENT_UNIFORM_VECTORS.
Int\n\nval DEPTH_ATTACHMENT: Int\nval STENCIL_ATTACHMENT: Int\nval DEPTH_STENCIL_ATTACHMENT: Int\nval NONE: Int\nval FRAMEBUFFER_COMPLETE: Int\nval FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\nval FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\nval FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\nval FRAMEBUFFER_UNSUPPORTED: Int\nval FRAMEBUFFER_BINDING: Int\nval RENDERBUFFER_BINDING: Int\nval MAX_RENDERBUFFER_SIZE: Int\nval INVALID_FRAMEBUFFER_OPERATION: Int\nval UNPACK_FLIP_Y_WEBGL: Int\nval UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\nval CONTEXT_LOST_WEBGL: Int\nval UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\nval BROWSER_DEFAULT_WEBGL: Int\n
Int\n\nval DEPTH_ATTACHMENT: Int\nval STENCIL_ATTACHMENT: Int\nval DEPTH_STENCIL_ATTACHMENT: Int\nval NONE: Int\nval FRAMEBUFFER_COMPLETE: Int\nval FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\nval FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\nval FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\nval FRAMEBUFFER_UNSUPPORTED: Int\nval FRAMEBUFFER_BINDING: Int\nval RENDERBUFFER_BINDING: Int\nval MAX_RENDERBUFFER_SIZE: Int\nval INVALID_FRAMEBUFFER_OPERATION: Int\nval UNPACK_FLIP_Y_WEBGL: Int\nval UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\nval CONTEXT_LOST_WEBGL: Int\nval UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\nval BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript
 * [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

    val o = js("({})")

    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 * [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
}

/**
 * Exposes the JavaScript
 * [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(array: Buffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Int8Array.set(index: Int, value: Byte): Unit {
    asDynamic()[index] = value;

}

/**
 * Exposes the JavaScript
 * [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(array: Buffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Uint8Array.set(index: Int, value: Byte): Unit {
    asDynamic()[index] = value;

}

/**
 * Exposes the JavaScript
 * [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(array: Buffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly inline operator fun Uint8ClampedArray.get(index: Int): Float = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Uint8ClampedArray.set(index: Int, value: Float): Unit {
    asDynamic()[index] = value;

}
constructor(array: Uint8ClampedArray)

constructor(array: Array<Byte>)

constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)

open val byteLength: Int

override val buffer: ArrayBuffer

override val byteOffset: Int

fun subarray(start: Int, end: Int): Uint8ClampedArray

companion object {

val BYTES_PER_ELEMENT: Int

@

val BYTES_PER_ELEMENT: Int

open class Float32Array : ArrayBufferView {
    constructor(length: Int) constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0)
    constructor(start: Int, end: Int) companion object {
        val BYTES_PER_ELEMENT: Int
    }
    fun get(index: Int): Float = asDynamic()[index]
    fun set(index: Int, value: Float): Unit { asDynamic()[index] = value; }
    fun subarray(start: Int, end: Int): Float32Array
}

public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Double = asDynamic()[index]
    fun set(index: Int, value: Double): Unit { asDynamic()[index] = value; }
    fun subarray(start: Int, end: Int): Float64Array
}

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = 0, byteLength: Int = definedExternally) :
    ArrayBufferView {
        override val buffer: ArrayBuffer
        override val byteOffset: Int
        override val byteLength: Int
        fun getInt8(byteOffset: Int): Byte
        fun getUint8(byteOffset: Int): Byte
        fun getInt16(byteOffset: Int, littleEndian: Boolean = true): Short
        fun getUint16(byteOffset: Int, littleEndian: Boolean = true): Short
        fun getInt32(byteOffset: Int, littleEndian: Boolean = true): Int
        fun getUint32(byteOffset: Int, littleEndian: Boolean = true): Int
        fun getFloat32(byteOffset: Int, littleEndian: Boolean = true): Float
        fun getFloat64(byteOffset: Int, littleEndian: Boolean = true): Double
        fun setInt8(byteOffset: Int, value: Byte): Unit
        fun setUint8(byteOffset: Int, value: Byte): Unit
        fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = true): Unit
        fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = true): Unit
        fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = true): Unit
        fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = true): Unit
        fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = true): Unit
        fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = true): Unit
    }

public external @marker interface BufferDataSource {
}

public external @marker interface TxtImageSource {
}

/*
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 *
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

package org.w3c.dom.clipboard
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    fun getInit16(byteOffset: Int): Byte
    fun getUint16(byteOffset: Int): Byte
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = true): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = true): Double
    fun setInit16(byteOffset: Int, value: Byte): Unit
    fun setUint16(byteOffset: Int, value: Byte): Unit
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = true): Unit
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = true): Unit
}

/*

 * var clipboardData: DataTransfer? */

composed: Boolean? = false): ClipboardEventInit {
    val o = NSMutableDictionary()
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
} * Exposes the JavaScript

[ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin

```kotlin
val openClipboardData: DataTransfer? = undefined

/**
 * Exposes the JavaScript
[ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer? = undefined
}
```

```kotlin
open class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}
```

```kotlin
external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
    override get(): Boolean? = undefined
    override set(value) = undefined
}
```

```kotlin
external fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor
```

```
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

```kotlin
@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*
```

```kotlin
/**
 * Exposes the JavaScript
[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    override val length: Int
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var _dashed_attribute: String
    open var _camel_cased_attribute: String
    open var _webkit_cased_attribute: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderBottomWidth: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var bottom: String
    open var boxShadow: String
    open var boxSizing: String
    open var boxDecorationBreak: String
```

---

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open var whiteSpace: String
open var widows: String
open var width: String
open var wordBreak:
String
open var wordSpacing: String
open var wordWrap: String
open var writingMode: String

override fun item(index: Int): String
fun getPropertyValue(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally): Unit
fun setPropertyPriority(property: String, priority: String): Unit
fun removeProperty(property: String): String

fun appendMedium(medium: String): Unit
fun deleteMedium(medium: String): Unit

/**
 * Exposes the JavaScript
[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript
[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override val length: Int
    override fun item(index: Int): CSSRule?
}

/**
 * Exposes the JavaScript
[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?
}

/**
 * Exposes the JavaScript
[CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration
}

public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet
}

/**
 * Exposes the JavaScript
[CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript
[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList
}

/**
 * Exposes the JavaScript
[CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style:
}

public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
open var zIndex: String
override fun item(index: Int): String
fun getPropertyValue(property: String): String
fun getPropertyPriority(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally): Unit
fun setPropertyValue(property: String, value: String): Unit
fun setPropertyPriority(property: String, priority: String): Unit
fun removeProperty(property: String): String

fun asDynamic(): Any

open var whiteSpace: String
open var widows: String
open var width: String
open var wordBreak:
String
open var wordSpacing: String
open var wordWrap: String
open var writingMode: String

override fun item(index: Int): String
fun getPropertyValue(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally): Unit
fun setPropertyPriority(property: String, priority: String): Unit
fun removeProperty(property: String): String

fun appendMedium(medium: String): Unit
fun deleteMedium(medium: String): Unit

/**
 * Exposes the JavaScript
[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript
[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override val length: Int
    override fun item(index: Int): CSSRule?
}

/**
 * Exposes the JavaScript
[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?
}

/**
 * Exposes the JavaScript
[CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration
}

public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet
}

/**
 * Exposes the JavaScript
[CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript
[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList
}

/**
 * Exposes the JavaScript
[CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style:
CSSStyleDeclaration

CSSStyleDeclaration

CSSMarginRule

CSSNamespaceRule

public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String
}

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {

    companion object {
        fun escape(ident: String): String
    }
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?
    open val detail: Int
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val region: String?
    open val screenX: Int
    open val screenY: Int
    open val pageX: Double
    open val pageY: Double
    open val clientX: Int
    open val clientY: Int
    open val offsetX: Double
    open val offsetY: Double
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    fun getModifierState(keyArg: String): Boolean
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pageX: Double? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pageY: Double? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally

set(value) = definedExternally

var buttons: Short? /* = 0 */

get() =

definedExternally

set(value) = definedExternally

var relatedTarget: EventTarget

EventTarget? /* = null */

get() = definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly


val o = js("{}")

o["screenX"] = screenX

o["screenY"] = screenY

o["clientX"] = clientX

o["clientY"] = clientY

o["button"] = button

o["buttons"] = buttons

o["relatedTarget"] = relatedTarget

o["ctrlKey"] = ctrlKey

o["shiftKey"] = shiftKey

o["altKey"] = altKey

o["metaKey"] = metaKey

o["modifierAltGraph"] = modifierAltGraph

o["modifierCapsLock"] = modifierCapsLock

o["modifierFn"] = modifierFn

o["modifierFnLock"] = modifierFnLock

o["modifierHyper"] = modifierHyper

o["modifierNumLock"] = modifierNumLock

o["modifierScrollLock"] = modifierScrollLock

o["modifierSuper"] = modifierSuper

o["modifierSymbol"] = modifierSymbol

o["modifierSymbolLock"] = modifierSymbolLock

o["view"] = view

o["detail"] = detail

o["bubbles"] = bubbles

o["cancelable"] = cancelable

o["composed"] = composed

return o

unrelated external interface EventModifierInit : UIEventInit {

var ctrlKey: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var shiftKey: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var altKey: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var metaKey: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierAltGraph: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierCapsLock: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierFn: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierFnLock: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierHyper: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierNumLock: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierScrollLock: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierSuper: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierSymbol: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var modifierSymbolLock: Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly


val o = js("{}")

o["ctrlKey"] = ctrlKey

o["shiftKey"] = shiftKey

o["altKey"] = altKey

o["metaKey"] = metaKey

o["modifierAltGraph"] = modifierAltGraph

o["modifierCapsLock"] = modifierCapsLock

o["modifierFn"] = modifierFn

o["modifierFnLock"] = modifierFnLock

o["modifierHyper"] = modifierHyper

o["modifierNumLock"] = modifierNumLock

o["modifierScrollLock"] = modifierScrollLock

o["modifierSuper"] = modifierSuper

o["modifierSymbol"] = modifierSymbol

o["modifierSymbolLock"] = modifierSymbolLock

o["view"] = view

o["detail"] = detail


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o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o["\n"]

* Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin

```kotlin
open external class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
        set(value) = definedExternally

        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
        set(value) = definedExternally

        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
        set(value) = definedExternally

        var deltaMode: Int? /* = 0 */
            get() = definedExternally
        set(value) = definedExternally

    }

    @kotlin.internal.InlineOnly
        val o = js("({})")

        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o["\n"]
    }
}
```

```kotlin
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean
}

public external interface InputEventInit : UIEventInit {

    var data: String? /* = "" */
        get() = definedExternally
    set(value) = definedExternally

    var isComposing: Boolean? /* = false */
        get() = definedExternally
    set(value) = definedExternally
}

    @kotlin.internal.InlineOnly
        val o = js("({})")

        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o["\n"]
    }
}
```

```kotlin
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT:
```

```kotlin
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```
Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - Kafka-Connect
external interface EventListener { fun handleEvent(event: Event): Unit // Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. // NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! // See libraries/tools/idl2k for details

org.w3c.dom

import kotlin.js.

import org.khronos.webgl.

import org.w3c.css.masking.

import org.w3c.dom.clipboard.

import org.w3c.dom.css.

import org.w3c.dom.events.

import org.w3c.dom.mediacapture.

import org.w3c.dom.parsing.

import org.w3c.dom.pointerevents.

import org.w3c.dom.svg.

import org.w3c.dom.url.

import org.w3c.fetch.

import org.w3c.files.

import org.w3c.notifications.

import org.w3c.performance.

import org.w3c.workers.

import org.w3c.xhr.


val serviceWorker: ServiceWorkerContainer

open val maxTouchPoints: Int

open val mediaDevices: MediaDevices

open val clipboard: Clipboard

fun vibrate(pattern: dynamic): Boolean

fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit): Unit

/**
 * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */

public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, Navigator.ConcurrentHardware {

open val referrer: String

var domain: String

open val activeElement: Element?

open val location: Location?

var cookie: String

open val lastModified: String

open val readyState: DocumentReadyState

var dir: String

var body: HTMLElement?

open val head: HTMLHeadElement?

open val images: HTMLCollection

open val embeds: HTMLCollection

open val plugins: HTMLCollection

open val currentScript: HTMLOrSVGScriptElement?

open val defaultView: Window

var designMode: String

var onreadystatechange: ((Event) -> dynamic)?

var fgColor: String

var linkColor: String

var vlinkColor: String

var alinkColor: String

var bgColor: String

open val anchors: HTMLCollection

open val applets: HTMLCollection

open val all: HTMLAllCollection

open val implementation: DOMImplementation

open val URL: String

open val documentURI: String

open val origin: String

open val compatMode: String

open val characterSet: String

open val charset: String

open val inputEncoding: String

open val contentType: String

open val doctype: DocumentType

open val documentElement: Element

open val scrollingElement: Element

open val styleSheets: StyleSheetList

override var ongotpointercapture: ((PointerEvent) -> dynamic)?

override var onlostpointercapture: ((PointerEvent) -> dynamic)?

override var onpointerdown: ((PointerEvent) -> dynamic)?

override var onpointermove: ((PointerEvent) -> dynamic)?

override var onpointercancel: ((PointerEvent) -> dynamic)?

override var onpointerover: ((PointerEvent) -> dynamic)?

override var onpointerenter: ((PointerEvent) -> dynamic)?

override var onabort: ((Event) -> dynamic)?

override var onblur: ((Event) -> dynamic)?

override var oncancel: ((Event) -> dynamic)?

override var oncanplay: ((Event) -> dynamic)?

override var oncanplaythrough: ((Event) -> dynamic)?

override var onchangeposition: ((Event) -> dynamic)?

override var onclick: ((MouseEv...
NodeIterator
fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Boolean)? = definedExternally): NodeIterator
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Boolean)? = definedExternally): TreeWalker
fun elementFromPoint(x: Double, y: Double): Element
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition
override fun getElementById(elementId: String): Element
override fun fun prepend(vararg nodes: dynamic): Unit
override fun append(vararg nodes: dynamic): Unit
NodeList
override fun fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad> override fun convertQuadFromNode(quad: DOMQuad /* = definedExternally */): DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
operator fun Document.get(name: String): dynamic = asDynamic()[name]
**Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin

```kotlin
open var name: String
open var httpEquiv: String
open var content: String
open var scheme: String
```

**Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin

```kotlin
open var media: String
open var nonce: String
open var type: String
open var type: String
```

**Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin

```kotlin
open var text: String
open var link: String
open var vLink: String
open var aLink: String
open var bgColor: String
open var background: String
```

**Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin

```kotlin
open var align: String
```

**Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin

```kotlin
open var align: String
```

**Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin

```kotlin
open var align: String
open var color: String
open var noShade: Boolean
open var size: String
open var width: String
```

**Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin

```kotlin
open var width: Int
```

**Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin

```kotlin
open var cite: String
```

**Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin

```kotlin
open var reversed: Boolean
open var start: Int
open var type: String
open var compact: Boolean
```

**Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin

```kotlin
open var compact: Boolean
open var type: String
```

**Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin

```kotlin
open var value: Int
open var type: String
```

**Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin

```kotlin
open var compact: Boolean
```

**Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin

```kotlin
open var align: String
```

**Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin

```kotlin
open var target: String
open var download: String
open var ping: String
open var rel: String
open val relList: DOMTokenList
open var hreflang: String
open var type: String
open var text: String
open var referrerPolicy: String
open var coords: String
open var charset: String
open var name: String
open var relList: DOMTokenList
open var hreflang: String
open var type: String
open var text: String
open var referrerPolicy: String
open var coords: String
open var charset: String
open var name: String
open var rev: String
open var target: String
open var/**\n```

---

**Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - Kafka-Connect**
*\*\public external abstract class HTMLDataElement : HTMLElement { open var value: String }\*\*

[HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

*\*\public external abstract class HTMLTimeElement : HTMLElement { open var dateTime: String }\*\*

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */

public external abstract class HTMLSpanElement : HTMLElement {
    open var dateTime: String
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */

public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */

public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */

public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */

public external abstract class HTMLPictureElement : HTMLElement {
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */

public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */

public external abstract class HTMLImageElement : HTMLElement, TexImageSource, HTMLOrSVGImageElement {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open val lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open val x: Int
    open val y: Int
}

/**
 * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */

public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override var ongotpointercapture: ((PointerEvent) -> dynamic)?
    override var onlostpointercapture: ((PointerEvent) -> dynamic)?
    override var onpointerdown: ((PointerEvent) -> dynamic)?
    override var onpointermove: ((PointerEvent) -> dynamic)?
    override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onpointercancel: ((PointerEvent) -> dynamic)?
    override var onpointerover: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onpointereenter: ((PointerEvent) -> dynamic)?
    override var onpointerleave: ((PointerEvent) -> dynamic)?
    override var onabor: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
}

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*\*\*\public external abstract class HTMLEmbedElement : HTMLElement {\n  open var src: String\n  open var type: String\n  open var width: String\n  open var height: String\n  open var align: String\n  open var value: String\n  fun getSVGDocument(): Document?\n}\n\*\*\*\n
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var value: String
    fun getSVGDocument(): Document?
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin\n*/
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open val form: HTMLFormElement?
    open var width: String
    open var height: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open var align: String
    open var archive: String
    open var hspace: Int
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin\n*/
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String
}

/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin\n*/
public external abstract class HTMLVideoElement : HTMLMediaElement, TexImageSource {
    open var width: Int
    open var height: Int
    open var videoWidth: Int
    open var videoHeight: Int
    open var poster: String
    open var playsInline: Boolean
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin\n*/
public external abstract class HTMLAudioElement : HTMLMediaElement {
}

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track:
    UnionAudioTrackOrTextTrackOrVideoTrack?

    public external interface TrackEventInit : EventInit {
        var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
        val o = js(`({})`).`\n\n\n``

        val o = js(`({})`)`\n\n``

    /**
     * Exposes the JavaScript
     * [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
     */
    public external abstract class HTMLMapElement : HTMLElement {
        open var name: String
        open val areas: HTMLCollection
    }

    /**
     * Exposes the JavaScript
     * [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement)
     */
    public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
        open var alt: String
        open var coords: String
        open var shape: String
        open var target: String
        open var download: String
        open var ping: String
        open var rel: String
        open val relList: DOMTokenList
        open var referrerPolicy: String
        open var noHref: Boolean
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement)
     */
    public external abstract class HTMLTableElement : HTMLElement {
        open var caption: HTMLTableCaptionElement?
        open var tHead: HTMLTableSectionElement?
        open var tFoot: HTMLTableSectionElement?
        open val tBodies: HTMLCollection
        open val rows: HTMLCollection
        open var align: String
        open var border: String
        open var frame: String
        open var rules: String
        open var summary: String
        open var width: String
        fun createCaption(): HTMLTableCaptionElement
        fun deleteCaption(): Unit
        fun createTHead(): HTMLTableSectionElement
        fun deleteTHead(): Unit
        fun createTFoot(): HTMLTableSectionElement
        fun deleteTFoot(): Unit
        fun createTBody(): HTMLTableSectionElement
        fun insertRow(index: Int = definedExternally): HTMLTableRowElement
        fun deleteRow(index: Int): Unit
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement)
     */
    public external abstract class HTMLTableCaptionElement : HTMLElement {
        open var align: String
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement)
     */
    public external abstract class HTMLTableColElement : HTMLElement {
        open var span: Int
        open var align: String
        open var ch: String
        open var chOff: String
        open var vAlign: String
        open var width: String
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement)
     */
    public external abstract class HTMLTableSectionElement : HTMLElement {
        open val rows: HTMLCollection
        open var align: String
        open var ch: String
        open var chOff: String
        open var vAlign: String
        fun insertRow(index: Int = definedExternally): HTMLElement
        fun deleteRow(index: Int): Unit
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement)
     */
    public external abstract class HTMLTableRowElement : HTMLElement {
        open val rowIndex: Int
        open val sectionRowIndex: Int
        open val cells: HTMLCollection
        open var align: String
        open var ch: String
        open var chOff: String
        open var vAlign: String
        open var bgColor: String
        fun insertCell(index: Int = definedExternally): HTMLElement
        fun deleteCell(index: Int): Unit
    }

    /**
     * Exposes the JavaScript
     * [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement)
     */
    public external abstract class HTMLTableCellElement : HTMLElement {
        open var colSpan: Int
        open var rowSpan: Int
        open var headers: String
        open val cellIndex: Int
        open var scope: String
    }

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Boolean

open var size: Int

open val type: String

override var length: Int

open var selectedOptions: HTMLCollection

open var value: String

override var willValidate: Boolean

open val reportValidity(): Boolean

open fun setCustomValidity(error: String): Unit

override fun item(index: Int): Element?

fun namedItem(name: String): HTMLOptionElement

fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit

fun remove(index: Int): Unit

fun checkValidity(): Boolean

fun reportValidity(): Boolean

fun setCustomValidity(error: String): Unit

@kotlin.internal.InlineOnly inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?): Unit {
    asDynamic()[index] = option;
}

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String
}

/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open var index: Int
}

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement
var returnValue: String
fun show(anchor: UnionElementOrMouseEvent = definedExternally): Unit
fun showModal(anchor: UnionElementOrMouseEvent = definedExternally): Unit
fun close(returnValue: String = definedExternally): Unit

[HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin

*/

public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {

    var src: String
    var type: String
    var charset: String
    var async: Boolean
    var defer: Boolean
    var crossOrigin: String?
    var text: String
    var nonce: String
    var event: String
    var htmlFor: String
}

/**
 * Exposes the JavaScript
[HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */

public external abstract class HTMLTemplateElement : HTMLElement {

    open val content: DocumentFragment
}

/**
 * Exposes the JavaScript
[HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */

public external abstract class HTMLSlotElement : HTMLElement {

    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */

    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")

    o["flatten"] = flatten

    return o
}

/**
 * Exposes the JavaScript
[HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */

public external abstract class HTMLCanvasElement : HTMLElement, TexImageSource {

    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally): Unit
}

public external interface CanvasRenderingContext2DSettings {

    var alpha: Boolean? /* = true */

    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")

    o["alpha"] = alpha

    return o
}

/**
 * Exposes the JavaScript
[CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */

public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {

    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {

    fun save(): Unit

    fun restore(): Unit
}

public external interface CanvasTransform {

    fun scale(x: Double, y: Double): Unit
    fun rotate(angle: Double): Unit
    fun translate(x: Double, y: Double): Unit
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Unit
    fun setTransform(transform: dynamic = definedExternally): DOMMatrix
    fun setTransform(transform: Transform): DOMMatrix?
    fun setTransform(transform: dynamic = definedExternally): Unit
    fun resetTransform(): Unit
}

public external interface CanvasCompositing {

    var globalAlpha: Double
    var globalCompositeOperation: String?
}

public external interface CanvasImageSmoothing {

    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: String?
}

public external interface CanvasFillStrokeStyles {

    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: dynamic, repetition: String?): CanvasPattern?
}

public external interface CanvasShadowStyles {

    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String?
}

public external interface CanvasFilters {

    var filter: dynamic
    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: dynamic, repetition: String?): CanvasPattern?
    fun createFilter(): CanvasFilter?
    fun createFilter(filter: dynamic): CanvasFilter?
    fun createFilter(filter: dynamic): CanvasFilter?
    fun createFilter(filter: dynamic): CanvasFilter?
    fun createFilter(filter: dynamic): CanvasFilter?
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    fun createFilter(filter: dynamic): CanvasFilter?
    fun createFilter(filter: dynamic): CanvasFilter?
String\n|\n|\n|\npublic external interface CanvasRect |\n| fun clearRect(x: Double, y: Double, w: Double, h: Double): Unit\n| fun fillRect(x: Double, y: Double, w: Double, h: Double): Unit\n|\n|\n|\npublic external interface CanvasDrawPath |\n| fun beginPath(): Unit\n| fun fill(fillRule: CanvasFillRule = definedExternally): Unit\n| fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally): Unit\n| fun stroke(): Unit\n| fun stroke(path: Path2D, fillRule: CanvasFillRule = definedExternally): Unit\n| fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n| fun isPointInStroke(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n|\n|\n|\nCanvasUserInterface |\n| fun drawFocusIfNeeded(element: Element): Unit\n| fun drawFocusIfNeeded(path: Path2D, element: Element): Unit\n| fun scrollPathIntoView(): Unit\n| fun scrollPathIntoView(path: Path2D): Unit\n|\n|\n|\nCanvasHitRegion |\n| fun addHitRegion(options: HitRegionOptions = definedExternally): Unit\n| fun removeHitRegion(id: String): Unit\n| fun clearHitRegions(): Unit\n|\n|\n|\nCanvasText |\n| fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit\n| fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit\n| fun measureText(text: String): TextMetrics\n|\n|\n|\nCanvasDrawImage |\n| fun drawImage(image: ImageData, dx: Double, dy: Double): Unit\n| fun drawImage(image: ImageData, dx: Double, dy: Double, dw: Double, dh: Double): Unit\n| fun drawImage(image: ImageData, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double): Unit\n|\n|\n|\nCanvasImageData |\n| fun createImageData(sw: Double, sh: Double): ImageData\n| fun createImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData\n| fun putImageData(imageData: ImageData, dx: Double, dy: Double, dw: Double, dh: Double): Unit\n| fun putImageData(imageData: ImageData, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double): Unit\n|\n|\n|\nCanvasPathDrawingStyles |\n| var lineWidth: Double\n| var lineCap: CanvasLineCap\n| var lineJoin: CanvasLineJoin\n| var miterLimit: Double\n| fun setLineDash(segments: Array<Double>): Unit\n| fun getLineDash(): Array<Double>\n|\n|\n|\nCanvasTextDrawingStyles |\n| var font: String\n| var textAlign: CanvasTextAlign\n| var textBaseline: String\n| var direction: CanvasDirection\n|\n|\n|\nCanvasPath |\n| fun closePath(): Unit\n| fun moveTo(x: Double, y: Double): Unit\n| fun lineTo(x: Double, y: Double): Unit\n| fun quadraticCurveTo(cp1x: Double, cp1y: Double, x: Double, y: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit\n| fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit\n| fun rect(x: Double, y: Double, width: Double, height: Double): Unit\n| fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit\n| fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit\n| fun rect(x: Double, y: Double, width: Double, height: Double): Unit\n| fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit\n| fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit\n|\n|\n|\nexposes the JavaScript CanvasGradient to Kotlin\n\nexposes the JavaScript CanvasPattern to Kotlin\n\nexposes the JavaScript TextMetrics to Kotlin\n
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fontBoundingBoxDescent: Double
open val actualBoundingBoxAscent: Double
open val actualBoundingBoxDescent: Double
open val emHeightAscent: Double
open val emHeightDescent: Double
open val hangingBaseline: Double
open val alphabeticBaseline: Double
open val ideographicBaseline: Double
unpub external interface HitRegionOptions {
    var path: Path2D
    /* = null */
    get() = definedExternally
    set(value) = definedExternally var fillRule: CanvasFillRule
    /* = CanvasFillRule.NONZERO */
    get() = definedExternally
    set(value) = definedExternally
    var id: String
    /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var parentID: String
    /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var cursor: String
    /* = "inherit" */
    get() = definedExternally
    set(value) = definedExternally
    var control: Element
    /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var label: String
    /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var role: String
    /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface HitRegionOptions {
    var path: Path2D? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */
        get() = definedExternally
        set(value) = definedExternally
    var id: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var parentID: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var cursor: String? /* = "inherit" */
        get() = definedExternally
        set(value) = definedExternally
    var control: Element? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var label: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var role: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
val o = js("{{}}")

    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    o["role"] = role

    return o
}

/**
 * Exposes the JavaScript
 */
public external open class ImageData : TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = Int)
}

/**
 * Exposes the JavaScript
 */
public external open class Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally): Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) = Unit
    override fun closePath(): Unit
    override fun moveTo(x: Double, y: Double): Unit
    override fun lineTo(x: Double, y: Double): Unit
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
}
var extends: String?
    get() = definedExternally
    set(value) = definedExternally

InlineOnly
    fun ElementDefinitionOptions(extends: String?) = ElementContentEditable(String!
        var contentEditable: Boolean
        isContentEditable = Boolean
        var */"*/

* Exposes the JavaScript

DataTransfer([https://developer.mozilla.org/en/docs/Web/API/DataTransfer] to Kotlin
    *\/*/\n
abstract class DataTransfer
    [\(\{\})\n
open var dropEffect: String
    open var eventAllowed: String!

val open val types: Array<String

setDragImage(image: Element, x: Int, y: Int): Unit

o["extends"] = extends

get(): definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    public inline fun ElementDefinitionOptions(extends: String?

    val o = js("({})")

    o["extends"] = extends

    return o

*\/*/\n
public external interface DataTransferItemList

*\/*/\n
public external interface ElementContentEditable
    var contentEditable: String
    val isContentEditable: Boolean

/**
 * Exposes the JavaScript

DataTransferItem[https://developer.mozilla.org/en/docs/Web/API/DataTransferItem]

*\/*/\n
public external abstract class DataTransfer

open var dropEffect: String
    open var eventAllowed: String!

    o["extends"] = extends

    return o

*\/*/\n
public external interface ElementContentEditable
    var contentEditable: String
    val isContentEditable: Boolean

/**
 * Exposes the JavaScript

DataTransferItem[https://developer.mozilla.org/en/docs/Web/API/DataTransferItem]

*\/*/\n
public external class DragEvent

/**
 * Exposes the JavaScript

DataTransferItem[https://developer.mozilla.org/en/docs/Web/API/DataTransferItem]

*\/*/\n
public external abstract class BarProp

/**
 * Exposes the JavaScript

History[https://developer.mozilla.org/en/docs/Web/API/History]

*\/*/\n
public external abstract class DragEvent

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

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*\/*/\n
public external interface DragEventInit

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 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

/**
 * Exposes the JavaScript


*\/*/\n
public external interface DragEventInit

var host: String
open var hostname: String
open var port: String
open var pathname: String
open var search: String
open var hash: String
open var ancestorOrigins: Array<out String>

fun assign(url: String): Unit
fun replace(url: String): Unit
fun reload(): Unit

/**
 * Exposes the
 * JavaScript
 * [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event{
    open val state: Any?
}

public external interface PopStateEventInit : EventInit{
    var state: Any? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}/* */

/**
 * Exposes the
 * JavaScript
 * [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event{
    open val oldURL: String
    open val newURL: String
}

public external interface HashChangeEventInit : EventInit{
    var oldURL: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var newURL: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the
 * JavaScript
 * [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event{
    open val persisted: Boolean
}

public external interface PageTransitionEventInit : EventInit{
    var persisted: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the
 * JavaScript
 * [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin
 */
public external open class BeforeUnloadEvent : Event{
    var returnValue: String
}

class ApplicationCache : EventTarget{
    open val status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onupdateready: ((Event) -> dynamic)?
    fun update(): Unit
    fun abort(): Unit
    fun swapCache(): Unit

    companion object{
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val OBsolete: Short
    }
}

class NavigatorOnLine : NavigatorOnLine{
    val onLine: Boolean
}

class ErrorEvent : Event{
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any?
}

@kotlin.internal.InlineOnly
    return js("{}")
}/* */
definedExternally

set(value) = definedExternally

var colno: Int? /* = 0 */

get() =

definedExternally

set(value) = definedExternally

var error: Any? /* = null */

get() =

definedExternally

set(value) = definedExternally


{
    o = js("({})")

    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

Exposes the JavaScript PromiseRejectionEvent
dynamic)?\n\nvar ononsuspend: ((Event) -> dynamic)?\nvar onontoggle: ((Event) -> dynamic)?\nvar ononvolumechange: ((Event) -> dynamic)?\nvar ononwaiting: ((Event) -> dynamic)?\n\n/**\n * Exposes the JavaScript [WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n */
public external interface WindowEventHandlers {
    var onafterprint: ((Event) -> dynamic)?
    var onbeforeprint: ((Event) -> dynamic)?
    var onbeforeunload: ((BeforeUnloadEvent) -> String)?
    var onhashchange: ((HashChangeEvent) -> dynamic)?
    var onlanguagechange: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onoffline: ((Event) -> dynamic)?
    var ononline: ((Event) -> dynamic)?
    var ononunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    var ononunload: ((Event) -> dynamic)?
}

/**\n * Exposes the JavaScript [WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin\n */
public external interface WindowOrWorkerGlobalScope {
    val caches: CacheStorage
    val origin: String
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally): Unit
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally): Unit
    fun createImageBitmap(image: dynamic, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
}

/**\n * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**\n * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin\n */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

/**\n * Exposes the JavaScript [NavigatorContentUtils](https://developer.mozilla.org/en/docs/Web/API/NavigatorContentUtils) to Kotlin\n */
public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String): Unit
    fun registerContentHandler(mimeType: String, url: String, title: String): Unit
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String): Unit
    fun unregisterContentHandler(mimeType: String, url: String): Unit
}

/**\n * Exposes the JavaScript [NavigatorCookies](https://developer.mozilla.org/en/docs/Web/API/NavigatorCookies) to Kotlin\n */
public external interface NavigatorCookies {
    val cookieEnabled: Boolean
    fun isProtocolHandlerRegistered(scheme: String, url: String, type: String): Boolean
    fun isContentHandlerRegistered(scheme: String, url: String, type: String): Boolean
    fun unregisterProtocolHandler(scheme: String, url: String, type: String): Unit
    fun unregisterContentHandler(scheme: String, url: String, type: String): Unit
    fun getLocalCookie(scheme: String, name: String, domain: String?): String
    fun getLocalCookies(scheme: String, domain: String?): Array<String>
    fun getRemoteCookie(scheme: String, name: String, domain: String?): String
    fun getRemoteCookies(scheme: String, domain: String?): Array<String>
    fun setLocalCookie(scheme: String, name: String, domain: String?): String
    fun setLocalCookies(scheme: String, domain: String?): Array<String>
    fun setRemoteCookie(scheme: String, name: String, domain: String?): String
    fun setRemoteCookies(scheme: String, domain: String?): Array<String>
    fun deleteLocalCookie(scheme: String, name: String, domain: String?): Unit
    fun deleteLocalCookies(scheme: String, domain: String?): Unit
    fun deleteRemoteCookie(scheme: String, name: String, domain: String?): Unit
    fun deleteRemoteCookies(scheme: String, domain: String?): Unit
}

/**\n * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin\n */
public abstract class PluginArray : ItemArrayLike<Plugin> {
    override val length: Int
    fun refresh(reload: Boolean = definedExternally): Unit
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**\n * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n */
public abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override val length: Int
    fun refresh(reload: Boolean = definedExternally): Unit
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}
@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]
external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override val length: Int
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */
public external abstract class ImageBitmap : TexImageSource {
    open val width: Int
    open val height: Int
    fun close(): Unit
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
        get() = definedExternally
        set(value) = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var resizeWidth: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeHeight: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindow?
    open val ports: Array<MessagePort>
    fun initMessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally): Event {
        val o = js("({})")
        o["data"] = data
        o["origin"] = origin
        o["lastEventId"] = lastEventId
        o["source"] = source
    }
}
o["ports"] = ports\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n }\n */ \n * Exposes the JavaScript

[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin *
*\n
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {\n    open val url: String\n    open val withCredentials: Boolean\n    open val readyState: Short\n    var onopen: ((Event) -> dynamic)?\n    var onmessage: ((MessageEvent) -> dynamic)?\n    var onerror: ((Event) -> dynamic)?\n    fun close(): Unit\n
    companion object {\n        val CONNECTING: Short\n        val OPEN: Short\n        val CLOSING: Short\n    }
}

public external interface EventSourceInit : EventInit {
    var withCredentials: Boolean? /* = false */
    var code: Short? /* = 0 */
    var reason: String? /* = "" */
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}

/**
 * Exposes the JavaScript

[WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin *
*\n
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Int
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally): Unit
    fun send(data: String): Unit
    fun send(data: Blob): Unit
    fun send(data: ArrayBuffer): Unit
    fun send(data: ArrayBufferView): Unit

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript

[CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin *
*\n
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val type: String
    open val wasClean: Boolean
    var code: Short
    var reason: String
}

public external interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
    var code: Short? /* = 0 */
    var reason: String? /* = "" */
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}

/**
 * Exposes the JavaScript

[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin *
*\n
public external open class MessageChannel {
    open val port1: MessagePort
    open val port2:
}

/**
 * Exposes the JavaScript

[MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin *
*\n
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindow, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n    open val open val onmessage: ((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n
    fun close(): Unit\n}

/**
 * Exposes the JavaScript

[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin *
*\n
public external open class BroadcastChannel(name: String) : EventTarget {\n    open val open val name: String\n    var onmessage: ((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?): Unit\n
    fun close(): Unit\n}

/**
 * Exposes the JavaScript

[WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin *
*\n
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {\n    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open val open val onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n    open val open val onmessage: ((MessageEvent) -> dynamic)?\n}

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var onlanguagechange: ((Event) -> dynamic)?
open var onoffline: ((Event) -> dynamic)?
open var ononline: ((Event) -> dynamic)?
open var onrejectionhandled: ((Event) -> dynamic)?
open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
fun importScripts(vararg urls: String):

/**
 * Exposes the JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin
 */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
    fun close(): Unit
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate(): Unit
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Int
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localstorage: Storage
}

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public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) :
    Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String?
    open val storageArea: Storage?
    }

/**
 * Exposes the JavaScript [StorageEventInit](https://developer.mozilla.org/en/docs/Web/API/StorageEventInit) to Kotlin
 */
public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var url: String?
        get() = "" /* = \"" */
        set(value) = definedExternally
    var storageArea: Storage?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun StorageEventInit(key: String? = null,
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o["window"] = window
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var scrollPosition: Int
    open var scrollSpeed: Int
    open var scrollWidth: Int
    open var scrollHeight: Int
    open var start: (Event) -> Unit
    open var stop: (Event) -> Unit
    open var onbounce: ((Event) -> dynamic)?
    open var onFinish: ((Event) -> dynamic)?
    open var onStart: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String
}

/**
 * Exposes the JavaScript [HTMLFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameElement) to Kotlin
 */
public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open val marginHeight: String
    open val marginWidth: String
}

/**
 * Exposes the JavaScript [HTMLDirectoryElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDirectoryElement) to Kotlin
 */
public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String
}

public external interface External {
    fun AddSearchProvider(): Unit
    fun IsSearchProviderInstalled(): Unit
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
    cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    open var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    open var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    open var url: String?
        get() = "" /* = \"" */
        set(value) = definedExternally
    open var storageArea: Storage?
        get() = definedExternally
        set(value) = definedExternally
    open var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    open var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    open var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CustomEventInit(bubbles: Boolean? = false,
    val o = js("({})")
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o["window"] = window
    return o
}
detail: Any?\n    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?): Unit\n    \n    val \n    set(value) = definedExternally\n    \n    override fun get() = definedExternally\n    \n    public external interface CustomEventInit : EventInit {\n        \n        var detail: Any? /* = null */\n            get() = definedExternally\n            set(value) = definedExternally\n        \n        \n        \n    \n    public external interface EventListenerOptions {\n        \n        var capture: Boolean? /* = false */\n            get() = definedExternally\n            set(value) = definedExternally\n        \n        \n        \n    \n    public external interface NonElementParentNode {\n        \n        fun getElementById(elementId: String): Element?\n        \n        \n        \n    \n    public external interface DocumentOrShadowRoot {\n        \n        val fullscreenElement: Element?\n        \n        \n        \n    \n    public external interface MutationObserver {\n        \n        \n        \n    \n    public external interface MutationObserverInit {\n        \n        \n        \n}
definedExternally

set(value) = definedExternally

var attributes: Boolean

get() =

definedExternally

set(value) = definedExternally

var characterData: Boolean

get() =

definedExternally

set(value) = definedExternally

var subtree: Boolean

get() =

definedExternally

set(value) = definedExternally

var characterDataOldValue: Boolean

get() =

    val o = js("({})")

    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

MutationRecord {
    val type: String
    val target: Node
    val addedNodes: NodeList
    val removedNodes: NodeList
    val previousSibling: Node?
    val nextSibling: Node?
    val attributeName: String?
    val attributeNamespace: String?
    val oldValue: String?
}

Node {
    val nodeType: Short
    val nodeName: String
    val baseURI: String
    val isConnected: Boolean
    val ownerDocument: Document?
    val parentNode: Node?
    val parentElement: Element?
    val childNodes: NodeList
    val firstChild: Node?
    val lastChild: Node?
    val previousSibling: Node?
    val nextSibling: Node?
    val nodeValue: String?
    val textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize(): Unit
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node
}

GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() =
    var composed: Boolean? /* = false */
        set(value) = definedExternally
}

GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")

    o["composed"] = composed
}

XMLDocument {
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?

override fun after(vararg nodes: dynamic): Unit
override fun replaceWith(vararg nodes: dynamic): Unit
override fun remove(): Unit

override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMRectReadOnly
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic): Unit
    override fun after(vararg nodes: dynamic): Unit
    override fun replaceWith(vararg nodes: dynamic): Unit
    override fun remove(): Unit
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node?
    fun createContextualFragment(fragment: String): DocumentFragment
    fun setStart(node: Node, offset: Int): Unit
    fun setEnd(node: Node, offset: Int): Unit
    fun setStartBefore(node: Node): Unit
    fun setStartAfter(node: Node): Unit
    fun setEndBefore(node: Node): Unit
    fun setEndAfter(node: Node): Unit
    fun collapse(toStart: Boolean = definedExternally): Unit
    fun selectNode(node: Node): Unit
    fun selectNodeContents(node: Node): Unit
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents(): Unit
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node): Unit
    fun surroundContents(newParent: Node): Unit
    fun cloneRange(): Range
    fun detach(): Unit
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach(): Unit
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}
public external abstract class DOMTokenList : ItemArrayLike<String> {
    override val length: Int
    override var value: String
    override fun item(index: Int): String?
    fun contains(token: String): Boolean
    fun add(vararg tokens: String): Unit
    fun remove(vararg tokens: String): Unit
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String): Unit
    fun supports(token: String): Boolean
}

/**
 * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}
@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}
@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a:
Double
open val b: Double
open val c: Double
open val d: Double
open val e: Double
open val f: Double
open val m11: Double
open val m12: Double
open val m13: Double
open val m14: Double
open val m21: Double
open val m22: Double
open val m23: Double
open val m24: Double
open val m31: Double
open val m32: Double
open val m33: Double
open val m34: Double
open val m41: Double
open val m42: Double
open val m43: Double
open val m44: Double
open val is2D: Boolean
open val isIdentity: Boolean
fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun scale3d(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
fun rotateFromVector(x: Double, y: Double): DOMMatrix
fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
fun skewX(sx: Double): DOMMatrix
fun skewY(sy: Double): DOMMatrix
fun multiply(other: DOMMatrix): DOMMatrix
val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    o["return"] = return
    o["width"] = width
    o["height"] = height
    o["*"/*"] = *

    if (typeof listener === "function") {
        o["onchange"] = function(e) {
            return listener(e)
        }
    }

    return o
}

/**
 * Exposes the JavaScript
 */
public abstract class MediaQueryList : EventTarget {
    public abstract media: string
    public open matches: boolean
    public open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?): Unit
    fun addListener(listener: ((Event) -> Unit)?): Unit
    fun removeListener(listener: EventListener?): Unit
    fun removeListener(listener: ((Event) -> Unit)?): Unit
}

/**
 * Exposes the JavaScript
 */
public abstract class MediaQueryListEvent : String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    fun addListener(listener: EventListener?): Unit
    fun addListener(listener: ((Event) -> Unit)?): Unit
    fun removeListener(listener: EventListener?): Unit
    fun removeListener(listener: ((Event) -> Unit)?): Unit
}

/**
 * Exposes the JavaScript
 */
public interface MediaQueryListEventInit : EventInit {
    var media: string? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o["*"/*"] = *

    return o
}

/**
 * Exposes the JavaScript
 */
public abstract class Screen {
    public open availWidth: number
    public open availHeight: number
    public open width: number
    public open height: number
}

/**
 * Exposes the JavaScript
 */
public abstract class CaretPosition {
    public open offsetNode: Node
    public open offset: number
    fun getClientRect(): DOMRect?
}

public interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    o["behavior"] = behavior
    o["return"] = return
    o["width"] = width
    o["height"] = height
    o["*"/*"] = *

    return o
}

@kotlin.internal.InlineOnly
public inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {
    val o = js("({})")
    o["box"] = box
    o["relativeTo"] = relativeTo
    o["return"] = return
    o["width"] = width
    o["height"] = height
    o["*"/*"] = *

    return o
}

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {
    val o = js("({})")
    o["fromBox"] = fromBox
    o["toBox"] = toBox
    o["return"] = return
    o["*"/*"] = *

    return o
}

@kotlin.internal.InlineOnly
public inline fun GeometryUtils.getBoxQuads(options: BoxQuadOptions? = definedExternally): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions? = definedExternally): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions? = definedExternally): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions? = definedExternally): DOMPoint
}
CanvasFillRule.Companion.NONZERO: CanvasFillRule get() =
"nonzero".asDynamic().unsafeCast<CanvasFillRule>()
public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() =
"evenodd".asDynamic().unsafeCast<CanvasFillRule>()

*please, don’t implement this interface! */
public external interface ImageSmoothingQuality {
    companion object
}
"low".asDynamic().unsafeCast<ImageSmoothingQuality>()
"medium".asDynamic().unsafeCast<ImageSmoothingQuality>()
"high".asDynamic().unsafeCast<ImageSmoothingQuality>()

*please, don’t implement this interface! */
public external interface CanvasLineCap {
    companion object
}
public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() =
"butt".asDynamic().unsafeCast<CanvasLineCap>()
public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
"round".asDynamic().unsafeCast<CanvasLineCap>()
public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =
"square".asDynamic().unsafeCast<CanvasLineCap>()

*please, don’t implement this interface! */
public external interface CanvasLineJoin {
    companion object
}
public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
"round".asDynamic().unsafeCast<CanvasLineJoin>()
public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() =
"bevel".asDynamic().unsafeCast<CanvasLineJoin>()
public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() =
"miter".asDynamic().unsafeCast<CanvasLineJoin>()

*please, don’t implement this interface! */
public external interface CanvasTextAlign {
    companion object
}
public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() =
"start".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() =
"end".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() =
"left".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() =
"center".asDynamic().unsafeCast<CanvasTextAlign>()

*please, don’t implement this interface! */
public external interface CanvasTextBaseline {
    companion object
}
public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() =
"top".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() =
"hanging".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() =
"middle".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() =
"alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() =
"ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() =
"bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

*please, don’t implement this interface! */
public external interface CanvasDirection {
    companion object
}
public inline val CanvasDirection.Companion.LTR: CanvasDirection get() =
"ltr".asDynamic().unsafeCast<CanvasDirection>()
ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() = "start".asDynamic().unsafeCast<ScrollLogicalPosition>()

ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()

/*
 * Copyright 2010-2018
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!
// See libraries/tools/idl2k for
details

Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String): Unit
    delete(name: String): Unit
    get(name: String): String?
    has(name: String): Boolean
    set(name: String, value: String): Unit
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String): Unit
    delete(name: String): Unit
    get(name: String): String?
    has(name: String): Boolean
    set(name: String, value: String): Unit
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}

Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    method: String?
    url: String
    headers: Headers
    type: RequestType
    destination: RequestDestination
    referrer: String
    referrerPolicy: dynamic
    mode: RequestMode
    credentials: RequestCredentials
    cache: RequestCache
    redirect: RequestRedirect
    integrity: String
    keepalive: Boolean
    bodyUsed: Boolean
    fun clone(): Request
    arrayBuffer(): Promise<ArrayBuffer>
    blob(): Promise<Blob>
    formData(): Promise<FormData>
    json(): Promise<Any?>
    text(): Promise<String>
}

RequestInit {
    method: String?
    headers: dynamic
    body: dynamic
    referrer: String?
}
RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()
RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
public external interface RequestRedirect {
    companion object
}
public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()
public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()
public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
public external interface ResponseType {
    companion object
}
public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * // NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! // See libraries/tools/idl2k for details
 */
package org.w3c.dom.mediacapture
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?

    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>

    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack): Unit
    fun removeTrack(track: MediaStreamTrack): Unit
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String

    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?

    fun clone(): MediaStreamTrack
    fun stop(): Unit
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally):
Promise<Unit>()

/**
 * Exposes the JavaScript
 [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints)
 to Kotlin
 */

public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var height: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var aspectRatio: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var frameRate: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var facingMode: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var resizeMode: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var volume: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var sampleRate: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var sampleSize: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var echoCancellation: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    var autoGainControl: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally

    @kotlin.internal.InlineOnly
    public inline fun MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true,
        frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
        sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl:
        Boolean? = true,
        MediaTrackSupportedConstraints {

    }

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally

    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally

    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally

    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally

    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally

    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally

    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally

    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally

    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally

    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally

    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally

    @kotlin.internal.InlineOnly
    public inline fun MediaTrackCapabilities(width: ULongRange? = null, height: ULongRange? = null, aspectRatio: DoubleRange? = null,
null
val o = js("{}")

o["width"] = width
o["height"] = height
o["aspectRatio"] = aspectRatio
o["frameRate"] = frameRate
o["facingMode"] = facingMode
o["resizeMode"] = resizeMode
o["volume"] = volume
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceId"] = deviceId
o["groupId"] = groupId
return o
}

/**
 * Exposes the JavaScript
 */
public external interface MediaTrackCapabilities {
val o = js("{}")

o["width"] = width
o["height"] = height
o["aspectRatio"] = aspectRatio
o["frameRate"] = frameRate
o["facingMode"] = facingMode
o["resizeMode"] = resizeMode
o["volume"] = volume
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceId"] = deviceId
o["groupId"] = groupId
return o
}

public external interface MediaTrackConstraintSet {
val o = js("{}")

o["width"] = width
o["height"] = height
o["aspectRatio"] = aspectRatio
o["frameRate"] = frameRate
o["facingMode"] = facingMode
o["resizeMode"] = resizeMode
o["volume"] = volume
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceId"] = deviceId
o["groupId"] = groupId
return o
}

@kotlin.internal.InlineOnly
val o = js("{}")

o["advanced"] = advanced
o["width"] = width
o["height"] = height
o["aspectRatio"] = aspectRatio
o["frameRate"] = frameRate
o["facingMode"] = facingMode
o["resizeMode"] = resizeMode
o["volume"] = volume
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceId"] = deviceId
o["groupId"] = groupId
return o
}

```kotlin
MediaTrackConstraintSet {
    "width": width, "height": height, "aspectRatio": aspectRatio, "frameRate": frameRate, "facingMode": facingMode, "resizeMode": resizeMode, "volume": volume,
    "sampleRate": sampleRate, "sampleSize": sampleSize, "echoCancellation": echoCancellation, "autoGainControl": autoGainControl, "noiseSuppression": noiseSuppression, "deviceId": deviceId, "groupId": groupId
} = MediaTrackConstraintSet {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["deviceId"] = deviceId
    o["groupId"] = groupId

    return o
}
```

```
/**
 * Exposes the JavaScript MediaTrackSettings ([https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings)) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
    var o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["deviceId"] = deviceId
    o["groupId"] = groupId

    return o
}
```

```
/**
 * Exposes the JavaScript MediaStreamTrackEvent ([https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent)) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open var track: MediaStreamTrack
}
```

```
public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
    var o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}
```

```kotlin
OverconstrainedErrorEvent {
    "type": type, "eventInitDict": OverconstrainedErrorEventInit
} = OverconstrainedErrorEvent {
    "type": type, "eventInitDict": OverconstrainedErrorEventInit
}
```

```
public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event
```

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**Open Source Used In Connected-Pharma**

1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect

```kotlin
// Open Source Used In Connected-Pharma

class OverconstrainedErrorEventInit : EventInit {
    open val error: dynamic /* = null */
    get() = definedExternally

    set(value) = definedExternally

    @kotlin.internal.InlineOnly
    public external interface OverconstrainedErrorEventInit : EventInit {
        var error: dynamic /* = null */
        get() = definedExternally

        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun OverconstrainedErrorEventInit(error: dynamic, bubbles: Boolean, cancelable: Boolean, composed: Boolean): EventTarget {
        val o = js("({})")

        o["error"] = error
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed

        return o
    }

    fun getSupportedConstraints(): MediaTrackSupportedConstraints {
        fun getUserMedia(constraints: MediaStreamConstraints): Promise<MediaDeviceInfo> {
            fun getCapabilities(): MediaTrackCapabilities {
                fun enumerateDevices(): EventTarget {

                }
            }
        }
    }
}
```
Kotlin

`ConstrainBooleanParameters {val exact: Boolean? = undefined get() =
  definedExternally
  set(value) = definedExternally
  var ideal: Boolean? = undefined get() =
  definedExternally
  set(value) = definedExternally}@kotlin.internal.InlineOnly
ConstrainBooleanParameters {val o = js("({})") return o"exact" = exact! o"ideal" = ideal!
  return o
}@kotlin.internal.InlineOnly
public interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() =
        definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() =
        definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
ConstrainBooleanParameters {
    val o = js("({})") o"exact" = exact! o"ideal" = ideal!
    return o
}

/**
 * Exposes the JavaScript
 [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin

`ConstrainDOMStringParameters {val exact: dynamic = undefined get() =
  definedExternally
  set(value) = definedExternally
  var ideal: dynamic = undefined get() =
  definedExternally
  set(value) = definedExternally
}@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined):
ConstrainDOMStringParameters {
    val o = js("({})") o"exact" = exact! o"ideal" = ideal!
    return o
}

public interface Capabilities { }

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({})")
    return o
}

public interface Settings { }

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("({})")
    return o
}

public interface ConstraintSet { }

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public interface Constraints : ConstraintSet { var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o"advanced" = advanced!
    return o
}

/* please, don't implement this interface! */
public external interface MediaStreamTrackState { }
public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() =
"live".asDynamic().unsafeCast<MediaStreamTrackState>()!
public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() =
"ended".asDynamic().unsafeCast<MediaStreamTrackState>()!

/* please, don't implement this interface! */
public external interface VideoFacingModeEnum { }
public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() =
"user".asDynamic().unsafeCast<VideoFacingModeEnum>()!
public inline val VideoFacingModeEnum.Companion.ENVIRONMENT: VideoFacingModeEnum get() =
"environment".asDynamic().unsafeCast<VideoFacingModeEnum>()!
public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() =
"left".asDynamic().unsafeCast<VideoFacingModeEnum>()!
public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() =
"right".asDynamic().unsafeCast<VideoFacingModeEnum>()!

/* please, don't implement this interface! */
public external interface VideoResizeModeEnum { }
public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() =
"none".asDynamic().unsafeCast<VideoResizeModeEnum>()!
public inline val VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() =
"crop-and-scale".asDynamic().unsafeCast<VideoResizeModeEnum>()!

/* please, don't implement this interface! */
public external interface MediaDeviceKind { }
public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() =
"audioinput".asDynamic().unsafeCast<MediaDeviceKind>()!
public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() =
"audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()!
public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() =
"videoinput".asDynamic().unsafeCast<MediaDeviceKind>()!
"videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

```kotlin
/*
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 * and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file.
 * // NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
 * See libraries/tools/idl2k for
 * details
 */

package org.w3c.dom.pointerevents

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var screenX: Int? = 0
    var screenY: Int? = 0
    var clientX: Int? = 0
    var clientY: Int? = 0
    var button: Short? = 0
    var relatedTarget: EventTarget? = null
    var ctrlKey: Boolean? = false
    var shiftKey: Boolean? = false
    var altKey: Boolean? = false
    var metaKey: Boolean? = false
    var modifierAltGraph: Boolean? = false
    var modifierFn: Boolean? = false
    var modifierNumLock: Boolean? = false
    var modifierScrollLock: Boolean? = false
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? = false
    set(value: Boolean?)
        get() = definedExternally
    var composed: Boolean? = false
        get() = definedExternally
        set(value: Boolean?)

    set(value) = definedExternally
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    override var defaultPrevented: Boolean = false
    override var defaultPrevented?: Boolean = false
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent
```
val pointerType: String
open val isPrimary: Boolean

* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
// NOTE: THIS FILE IS AUTO-GENERATED. DO NOT EDIT! See libraries/tools/idl2k for details
@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")

open val isPrimary: Boolean
}

/*@generated*/

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED!
// See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus(): Unit
    fun blur(): Unit
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var stroke: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var markers: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var clipped: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
    fun convertToSpecifiedUnits(unitType: Short): Unit

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
    fun convertToSpecifiedUnits(unitType: Short): Unit

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_DEGREES: Short
        val SVG_ANGLETYPE_RADIANS: Short
        val SVG_ANGLETYPE_GRADIAN: Short
        val SVG_ANGLETYPE_QUADRANT: Short
    }
}

// NOTE: THIS FILE IS AUTO-GENERATED!
// See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus(): Unit
    fun blur(): Unit
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var stroke: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var markers: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var clipped: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
    fun convertToSpecifiedUnits(unitType: Short): Unit

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
    fun convertToSpecifiedUnits(unitType: Short): Unit

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_DEGREES: Short
        val SVG_ANGLETYPE_RADIANS: Short
        val SVG_ANGLETYPE_GRADIAN: Short
        val SVG_ANGLETYPE_QUADRANT: Short
    }
}
Short, valueInSpecifiedUnits: Float): Unit
fun convertToSpecifiedUnits(unitType: Short): Unit

companion object {
    val SVG_ANGLETYPE_UNKNOWN: Short
    val SVG_ANGLETYPE_UNSPECIFIED: Short
    val SVG_ANGLETYPE_DEG: Short
    val SVG_ANGLETYPE_RAD: Short
    val SVG_ANGLETYPE_GRAD: Short
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
}

public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
}

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
}

/**
 * Exposes the JavaScript
 [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript
 [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to
 Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript
 [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript
 [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript
 [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript
 [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}
String

* Exposes the JavaScript
[SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

* Exposes the JavaScript
[SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

* Exposes the JavaScript
[SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

* Exposes the JavaScript
[SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin

* Exposes the JavaScript
[SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

* Exposes the JavaScript
[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

* Exposes the JavaScript
[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin

* Exposes the JavaScript
[SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin

* Exposes the JavaScript
[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin

* Exposes the JavaScript
[MODRec](https://developer.mozilla.org/en/docs/Web/API/ MODRec) to Kotlin

* Exposes the JavaScript
[DOMRec](https://developer.mozilla.org/en/docs/Web/API/ DOMRec) to Kotlin

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[DOMRec](https://developer.mozilla.org/en/docs/Web/API/ DOMRec) to Kotlin
Open Source Used in Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect 546
SVGTransform? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun
SVGTransformList.set(index: Int, newItem: SVGTransform): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val

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numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
    fun insertItemAtBefore(index: Int, newItem: DOMPoint): DOMPoint
    fun removeItemAt(index: Int): DOMPoint
    fun appendItemAt(newItem: DOMPoint): DOMPoint

@kotlin.internal.InlineOnly inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int): Unit

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?
}
object { val EMPTY: Short val LOADING: Short val DONE: Short }

* Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin

```kotlin
object {
    val EMPTY: Short
    val LOADING: Short
    val DONE: Short
}
```

```kotlin
/**
 * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String = definedExternally()
    fun readAsText(blob: Blob): String
}
```

```kotlin
open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String = definedExternally()
    fun readAsText(blob: Blob): String
}
```

```kotlin
/**
 * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String = definedExternally()
    fun readAsText(blob: Blob): String
}
```

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 */

```kotlin
package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.core.notifications *

class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: (MouseEvent) -> dynamic?
    var onerror: (Event) -> dynamic?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<NotificationAction>
    fun close(): Unit

    companion object {
        var permission: NotificationPermission
    }
}
```

```kotlin
public external interface NotificationOptions {
    var dir: NotificationDirection?
    var lang: String?
    var body: String?
    var tag: String?
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean?
    var silent: Boolean?
    var noscreen: Boolean?
    var requireInteraction: Boolean?
    var sticky: Boolean?
    var data: Any?
    var actions: Array<NotificationAction>?
}
```

```kotlin
@kotlin.internal.InlineOnly
```

---

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```
Unit

import external interface ForeignFetchEventInit : ExtendableEventInit {
    var request: ?String
    get() = definedExternally
    set(value) = definedExternally
    var origin: String
    get() = definedExternally
    set(value) = definedExternally
}

public external interface ForeignFetchResponse {
    var response: Response
    get() = definedExternally
    set(value) = definedExternally
    var origin: String
    get() = definedExternally
    set(value) = definedExternally
    var headers: Array<String>
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}

/**
 * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String?
    open val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var origin: String?
    get() = definedExternally
    set(value) = definedExternally
    var lastEventId: String?
    get() = definedExternally
    set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
    get() = definedExternally
    set(value) = definedExternally
    var ports: Array<MessagePort>?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var cacheName: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}
```

    val o = js("({})")

    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options

    return o
}

/**
 * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<dynamic>
}

public external open class FunctionalEvent : ExtendableEvent {
}

public external @marker interface UnionClientOrMessagePortOrServiceWorker {
}

/* please, don't implement this interface! */
public external interface ServiceWorkerState {
    companion object
}
public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
public external interface FrameType {
    companion object
}
public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
public external interface ClientType {
    companion object
}
public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()
public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()
public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

package
org.w3c.xhr

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See libraries/tools/idl2k for details

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Kotlin

```kotlin
/*

public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String): Unit
    fun send(body: dynamic = definedExternally): Unit
    fun abort(): Unit
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String): Unit

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}
```

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"text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.

@Retention
@Target
@MustBeDocumented

@Experimental
@Retention
@Target

@UseExperimental

@ExperimentalStdlibApi

"text"
```kotlin
/**
 * Allows to infer generic type arguments of a function
 * from the calls in the annotated function parameter of that function.
 * When this annotation is placed on a generic function parameter of a function,
 * it enables to infer the type arguments of that generic function from
 * the lambda body passed to that parameter.
 * The calls that affect inference are either members of the
 * receiver type of an annotated function parameter or
 * extensions for that type. The extensions must be
 * themselves annotated with `@BuilderInference`.
 * Example: we declare:
 * ```
 * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
 * ```
 * and use it
 * ```
 * val result = sequence { yield("result") }
 * ```
 * Here the type argument of the resulting sequence is inferred to `String` from
 * the argument of the [SequenceScope.yield] function, that is called inside
 * the lambda passed to [sequence].
 * Note: this annotation is experimental, see [ExperimentalTypeInference]
 * on how to opt-in for it.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@Experimental
@MustBeDocumented
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    TYPEALIAS
)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual
counterparts in all platforms.
 * This annotation is only applicable to `expect` annotation classes in multi-
 * platform projects and marks that class as "optional".
 * Optional expected class is allowed to have no
 * corresponding actual class on a platform. Optional annotations can only be used
 * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,
the annotation entries where it's used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
 */
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@public annotation class OptionalExpectation

/**
 * Provides a skeletal implementation of the read-only 
 * [Collection] interface.
 * @param E the type of
 * elements contained in the collection. The collection is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() :
    Collection<E> {
        abstract override val size: Int
        abstract override fun iterator(): Iterator<E>
        override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }
        override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
            elements.all { contains(it) } // use
            when js will support refs:
            elements.all(this::contains) override fun fun isEmpty(): Boolean = size ==
            0
            override fun toString(): String = joinToString("", ", ", "[", "]")
```
class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex: Int) : AbstractList<E>() {
    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)
}

private fun copyToArrayImpl(this: AbstractCollection<out E>, array: Array<Any?>): Array<T> = copyToArrayImpl(this, array)

protected open fun <T> copyToArrayImpl(this: AbstractCollection<out E>, array: Array<T>): Array<T> = copyToArrayImpl(this, array)

@unsafeVariance E): Int = indexOfFirst { it == element }

@unsafeVariance E): Int = indexOfLast { it == element }

override fun listIterator(): ListIterator<E> = ListIteratorImpl()
samples.collections.Arrays.Transformations.unzipArray

```kotlin
public fun <T, R> Array<out Pair<T, R>>.unzip():
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
```

```kotlin
/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    return this == null || isEmpty()
}

/**
 * Returns this array if it's not empty
 * or the result of calling [defaultValue] function if the array is empty.
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =

@UseExperimental(ExperimentalUnsignedTypes::class)
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
    if (this === other) return true
    if (this.size != other.size) return false
    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]
        if (v1 === v2) continue
        else if (v1 == null || v2 == null) return false
        when {
            v1 is Array<*>
            && v2 is Array<*>
            -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray
            && v2 is ByteArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray
            && v2 is ShortArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray
            && v2 is IntArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray
            && v2 is LongArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray
            && v2 is FloatArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray
            && v2 is DoubleArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray
            && v2 is CharArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray
            && v2 is BooleanArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray
            && v2 is UByteArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray
            && v2 is UShortArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray
            && v2 is UIntArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray
            && v2 is ULongArray
            -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>.contentDeepToStringImpl(): String {
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

@UseExperimental(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[..."]
        processed.add(this)
    } else {
        result.append(this)
    }
    for (i in indices) {
        val element = this[i]
        when (element) {
            null -> result.append("null")
            is Array<*>
            -> element.contentDeepToStringInternal(result, processed)
            is ByteArray
            -> result.append(element.contentToString())
            is ShortArray
            -> result.append(element.contentToString())
            is IntArray
            -> result.append(element.contentToString())
            is LongArray
            -> result.append(element.contentToString())
            is FloatArray
            -> result.append(element.contentToString())
            is DoubleArray
            -> result.append(element.contentToString())
            is CharArray
            -> result.append(element.contentToString())
            is BooleanArray
            -> result.append(element.contentToString())
            is UByteArray
            -> result.append(element.contentToString())
            is UShortArray
            -> result.append(element.contentToString())
            is UIntArray
            -> result.append(element.contentToString())
            is ULongArray
            -> result.append(element.contentToString())
        }
    }
}
```
is UIntArray -> result.append(element.contentToString())
is ULongArray -> result.append(element.contentToString())

result.append("")
processed.removeAt(processed.lastIndex)
*/

kotlin.collections

kotlin.collections

kotlin.collections.

result.append(""")

processed.removeAt(processed.lastIndex)
"/"

kafka-connect

is UIntArray -> result.append(element.contentToString())

is ULongArray -> result.append(element.contentToString())

else -> result.append(element.toString())

}

result.append(']')
processed.removeAt(processed.lastIndex)
}

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 */

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.
 * «@property value the underlying value. * «@property index the index of the value in the collection or sequence.»
 */

public data class IndexedValue<out T>(public val index: Int, public val value: T)

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 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */

@Suppress("UNCHECKED_CAST")

public operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

@Suppress("UNCHECKED_CAST")

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */

@kotlin.jvm.JvmName("getVar")

public operator fun <V, V1 : V> MutableMap<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

@Suppress("UNCHECKED_CAST")

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 * @param value the value to set.
 */

public operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {

this.put(property.name, value)
}

/*
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 */

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 */

public operator fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {

if (this is MapWithDefault)

return this.getOrImplicitDefaultValue(key)

return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.")) })

*/

Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect 564
the original map doesn't contain a value for the key specified in the Map. remove function, for example when properties are delegated to the map, remove when this MapWithDefault -> this.map.remove(defaultValue)\n
()}\n
} *\n
/**\n * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].\n * This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map, remove when this MapWithDefault -> this.map.remove(defaultValue)\n
()}\n
} *\n
class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>) = map.putAll(from)
    override fun clear() = map.clear()
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    fun getOrImplicitDefault(defaultValue: (key: K) -> V, V> withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefaultImpl -> this.map.withDefault(defaultValue)\n
} *\n
private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    fun getOrImplicitDefault(defaultValue: (key: K) -> V, V> withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefaultImpl -> this.map.withDefault(defaultValue)\n
} *\n
private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)\n
} *\n
private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private interface MapWithDefault<K, out V> : Map<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    override fun getOrImplicitDefault(key: K): V
}

private interface MapWithDefaultImpl<K, V> : MapWithDefault<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private interface MutableMapWithDefaultImpl<K, V> : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun getOrImplicitDefault(defaultValue: (key: K) -> V): V
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableList<K, V>, private val default: (key: K) -> V) : MutableMap<K, V>, MapWithDefaultImpl<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
}
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean
    =@Suppress("UNCHECKED_CAST") this as MutableCollection<T>.removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * This allows to overcome type-safety restriction of 'retainAll' that requires to pass a collection of type `Collection<E>`.
 * An `@return 'true'` if any element was removed from the collection, 'false' if the collection was not modified.
 * @return @kotlin.internal.InlineOnly
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean
    =@Suppress("UNCHECKED_CAST") this as MutableCollection<T>.retainAll(elements)

### Add All

@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(element: T) {
    this.add(element)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.addAll(elements: Iterable<T>): Boolean {
    when (elements) {
        is Collection -> return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }
}

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.addAll(elements: Array<out T>): Boolean {
    return addAll(elements.asList())
}

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean
    =filterInPlace(predicate, true)

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean)
    =filterInPlace(predicate, false)

### Remove

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.minusAssign(element: T) {
    this.remove(element)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.minusAssign(elements: Iterable<T>) {
    this.removeAll(elements)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean
    =filterInPlace(predicate, true)

@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean)
    =filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean):
    Boolean

    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result

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result
\returns \\n\n\n/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex)
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex++] = element

    if (writeIndex < size)
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)
    return true
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {
    return removeAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    return removeAll(elements.toHashSet())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {
    return retainAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Array<out T>): Boolean {
    if (elements.isNotEmpty())
        return retainAll(elements.toHashSet())
    else
        return retainNothing()
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

private fun MutableList<*>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }

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 */

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List<*>.reverseElementIndex(index: Int) =\n    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range $[0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =\n    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range $[0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.\n * @sample samples.collections.ReversedViews.asReversedList\n */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.\n * All changes made in the original list will be reflected in the reversed one and vice versa.\n * @sample samples.collections.ReversedViews.asReversedMutableList\n */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.\n * @see kotlin.sequences.generateSequence\n * @sample samples.collections.Sequences.buildSequenceYieldAll\n */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.\n     * @sample samples.collections.Sequences.buildSequence\n     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.\n     * @sample samples.collections.Sequences.buildSequence\n     */
    public suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields a collections of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.\n     */
    public abstract suspend fun yieldAll(elements: List<T>);
package kotlin.collections

    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
    }
    val gap = step - size
    if (gap >= 0) {
        return
    }

        if (!iterator.hasNext())
            return EmptyIterator
        return iterator<List<T>> {
            val gap = step - size
            if (gap >= 0) {
                return
            }

            var buffer = ArrayList<T>(size)
            var skip = 0
            for (e in iterator) {
                if (skip > 0) { skip -= 1; continue }
                buffer.add(e)
                if (buffer.size == size) {
                    yield(buffer)
                }
            }
        }
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed -> IllegalStateException("Iterator has failed."
    }
    else -> throw exceptionalState()
}

private fun yieldAll(iterator: Sequence<T>) = yieldAll(iterator.iterator())

@Suppress("UNCHECKED_CAST")
    override suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return
    }

  /**
   * Yields potentially infinite sequence of values to the [Iterator] being built.
   * and suspends until all these values are iterated and the next one is requested.
   */
    override suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

/*
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 * license/LICENSE.txt package kotlin.collections.
 */

package kafka.connect

open class KafkaConnect

private val hasNext(): Boolean {
    while (true) {
        when (state) {
            State_NotReady -> {
                state = State_NotReady
                return false
            }
            State_ManyReady, State_ManyNotReady ->
                if (nextIterator!!.hasNext()) {
                    state = State_ManyReady
                    return true
                } else {
                    nextIterator = null
                    state = State_ManyNotReady
                    return false
                }
            State_Ready, State_ManyReady -> {
                if (nextIterator!!.hasNext()) {
                    state = State_ManyReady
                    return true
                } else {
                    nextIterator = null
                    state = State_ManyNotReady
                    return false
                }
        } // end when
    }
}

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 * license/LICENSE.txt file.
 */

import org.apache.kafka.common.connected.KafkaConnect

private fun yieldAll(elements: Sequence<T>) = yieldAll(elements.iterator())

/**
 * Yields potentially infinite sequence of values to the [Iterator] being built.
 * and suspends until all these values are iterated and the next one is requested.
 */
    override suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

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 * license/LICENSE.txt file.
 */

import org.apache.kafka.common.version.Version

private fun yieldAll(elements: Sequence<T>) = yieldAll(elements.iterator())

/**
 * Yields potentially infinite sequence of values to the [Iterator] being built.
 * and suspends until all these values are iterated and the next one is requested.
 */
    override suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

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 */

import org.apache.kafka.common.version.Version

private fun yieldAll(elements: Sequence<T>) = yieldAll(elements.iterator())

/**
 * Yields potentially infinite sequence of values to the [Iterator] being built.
 * and suspends until all these values are iterated and the next one is requested.
 */
    override suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

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 * license/LICENSE.txt file.
 */

open class KafkaConnect

private val hasNext(): Boolean {
    while (true) {
        when (state) {
            State_NotReady -> {
                state = State_NotReady
                return false
            }
            State_ManyReady, State_ManyNotReady ->
                if (nextIterator!!.hasNext()) {
                    state = State_ManyReady
                    return true
                } else {
                    nextIterator = null
                    state = State_ManyNotReady
                    return false
                }
            State_Ready, State_ManyReady -> {
                if (nextIterator!!.hasNext()) {
                    state = State_ManyReady
                    return true
                } else {
                    nextIterator = null
                    state = State_ManyNotReady
                    return false
                }
        } // end when
    }
}

/}
```kotlin

Int \{\n    \n    int index = partition(array, left, right) if (left < index - 1) quickSort(array, left, index - 1) if (index < right) quickSort(array, index, right)\n\n\}

// Interfaces

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
private fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
private fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
private fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
private fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

// Interfaces

```
Returns\n
/**\n * Describes a situation when a function returns normally with the specified return value.\n * The possible values of [value] are limited to `true`, `false` or `null`.\n * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n */\n
@sample samples.contracts.returnsTrueContract\n
/**\n * Describes a situation when a function returns normally with any value that is not `null`.\n * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n */\n
@sample samples.contracts.returnsNotNullContract\n
/**\n * Specifies how many times a function invokes its function parameter in place.\n * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.\n */\n@ContractsDsl\n@ExperimentalContracts\n@SinceKotlin("1.3")\npublic enum class InvocationKind {\n    /**\n     * A function parameter will be invoked one time or not invoked at all.\n     */\n    // @sample samples.contracts.callsInPlaceAtMostOnceContract\n    AT_MOST_ONCE,\n    /**\n     * A function parameter will be invoked one or more times.\n     */\n    // @sample samples.contracts.callsInPlaceAtLeastOnceContract\n    AT_LEAST_ONCE,\n    /**\n     * A function parameter will be invoked exactly one time.\n     */\n    // @sample samples.contracts.callsInPlaceExactlyOnceContract\n    EXACTLY_ONCE,\n    /**\n     * A function parameter is called in place, but it’s unknown how many times it can be called.\n     */\n    // @sample samples.contracts.callsInPlaceUnknownContract\n    UNKNOWN\n}

/**\n * Specifies the contract of a function.\n * The contract description must be at the beginning of a function and have at least one effect.\n * Only the top-level functions can have a contract for now.\n */\n@ContractsDsl\n@ExperimentalContracts\n@InlineOn\n@SinceKotlin("1.3")\n@Suppress("UNUSED_PARAMETER")\npublic inline fun contract(builder: ContractBuilder.() -> Unit) { }
[continuation], thus intercepting all resumptions.

* This function is invoked by coroutines framework when
needed and the resulting continuations are cached internally per each instance of the original
[continuation].

* When the original [continuation] completes, coroutines framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted,
that is if 'interceptContinuation' had previously returned a different continuation instance.

* Default implementation does nothing.

* @param continuation Continuation instance returned by this interceptor's
[interceptContinuation] invocation.

* @param public fun releaseInterceptedContinuation:
[continuation]<*> { /* do nothing by default */ @fun <*> // Performance optimization for a singleton
= @fun Suppress("UNCHECKED_CAST")@fun if (key === Key) this as E else null
@fun // Performance optimization to a singleton Key
@fun public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext
= @fun if (key === Key) EmptyCoroutineContext else this
@fun /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * Unpack kotlin.coroutines*/
@fun */
@fun * Persistent context for the coroutine. It is an indexed set of [Element] instances.

* An indexed set is a mix between a set and a map. Every element in this set has a unique [Key].

* @fun @SinceKotlin("1.3")@fun public interface CoroutineContext { /* Key */
@fun @fun * Returns the element with the given [key] from this context or 'null' if not present.
@fun * @fun public override fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>):
@fun E?= @fun /* */
@fun * @fun /* */
@fun * Accumulates entries of this context starting with [initial] value and applying [operation] to
@fun * from left to right to current accumulator value and each element of this context.

* @fun public fun <R>
@fun fold(initial: R, operation: (R, Element) -> R): R

* @fun @fun public class CoroutineContext : CoroutineContext
@fun 
@fun override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext
@fun if (key === Key) EmptyCoroutineContext else this
@fun /* */
@fun * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * Unpack kotlin.coroutines*/
@fun */
@fun
kotlin.coroutines.CoroutineContext.*

abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * Base class for [CoroutineContext.Element] implementations.
 */

@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine context.
 */

@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial

    public override fun minusKey(key: Key<*>) = this

    public override fun hashCode(): Int = 0

    public override fun toString(): String = "EmptyCoroutineContext()"

    override fun readResolve(): Any = this
}

//--------------------- internal impl ---------------------

// this class is not exposed, but is hidden inside implementations
// this is a left-biased list, so that `plus` works naturally

@SinceKotlin("1.3")
internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>) {
        element[key]?.let { return left }
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() && other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++]

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++]

    private class Serialized(val elements: Array<CoroutineContext>) : Serializable {

    companion object {
        private const val serialVersionUID: Long = 0
    }

    private fun readResolve(): Any =
        elements.fold(EmptyCoroutineContext, CoroutineContext::plus)

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    /*
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     */

    package kotlin.coroutines.intrinsics

    import kotlin.coroutines.*
    import kotlin.internal.InlineOnly

    /**
     * Obtains the current continuation instance inside suspend functions and either suspends currently running coroutine or returns result immediately without suspension.
     * It means that the execution was not suspended and the provided [Continuation] shall not be invoked.
     * As the result type of the [block] is declared as [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will
     * not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the
     * future when the result becomes available to resume the computation.
     * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
     * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
     * As the result type of the [block] is declared as

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`Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author. Invocation of Continuation.resumeWith resumes coroutine directly in the invoker's thread without going through the Continuation [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Continuation.intercepted can be used to acquire the intercepted continuation. Note that it is not recommended to call either Continuation.resume nor Continuation.resumeWithException functions synchronously in the same stackframe where suspension function is run. Use suspendCoroutine as a safer way to obtain current continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T = throw NotImplementedWarning("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

This value is used as a return value of suspendCoroutineUninterceptedOrReturn `block` argument to state that the execution was suspended and will not return any result immediately. It is implemented as property with getter to avoid ProGuard <clinit> problem with inline IntrinsicsKt class. It is public val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

Package Kotlin.ExperimentalLanguageContributors

Usage of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file. The experimental marker for type inference augmenting annotations must be accepted either by the class, or by using the compiler argument `-ExperimentalTypeInference`.
open annotation class RequireKotlin(val version: String, val message: String = "\n\nval level: DeprecationLevel = DeprecationLevel.ERROR, val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION, \nval errorCode: Int = -1) * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.TXT file. * Standard property delegates. * Annotations.

```kotlin
/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal annotation class RequireKotlinVersionKind {
    LANGUAGE_VERSION, COMPILER_VERSION, API_VERSION
}
```

```kotlin
private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value ?: throw IllegalStateException("Property ${property.name} should be initialized before get.")
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}
```

```kotlin
public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value, \n     * and if the callback returns `false` the new value is discarded and the property remains its old value.
     */
    @param initialValue the initial value of the property.
    @param onChange the callback which is called before a change to the property value is attempted.
    */
    protected open fun beforeChange(property:
```
if (n and -n == n) {
    val nLow = n.toInt()
    val nHigh = (n ushr 32).toInt()

    { // has descriptor &&
        checkRangeBounds(from, until)
        val n = until - from
        if (n > 0) {
            val rnd: Long
            while (true) {
                val v = fastLog2(n)
                n = nextBits(v)
                if (v >= n) return n
            } while (n >= v)
            return from + rnd
        } else {
            var v: Int
            do {
                val bits = nextInt().ushr(1)
                v = bits % n
            } while (bits - v + (n - 1) < 0)
            val rnd = if (n and -n == n) {
                val bitCount = fastLog2(n)
                nextBits(bitCount)
            }
        }
    }
}
fun nextFloat(): Float = defaultRandom.nextFloat() 
override fun nextBytes(array: ByteArray): ByteArray = 
defaultRandom.nextBytes(array) 
override fun nextBytes(size: Int): ByteArray = 
defaultRandom.nextBytes(size) 
override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): 
ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex) 
*Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)* 
@Suppress("DEPRECATION_ERROR") 
*Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)* 
public object Companion : Random() 
{ 
override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount) 
*returns a repeatable random number generator seeded with the given [seed] 'Int' value.* 
*note:* Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.* 
*note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return *a sequence of values different from the current one for a given seed.* 
*note:* *@sample samples.random.Randoms.seededRandom* 
*arity* @SinceKotlin("1.3") *public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))**returns a repeatable random number generator seeded with the given [seed] 'Long' value.* 
*note:* Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.* 
*note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return *a sequence of values different from the current one for a given seed.* 
*note:* *@sample samples.random.Randoms.seededRandom* 
*arity* @SinceKotlin("1.3") *public fun Random(seed: Long): Random = XorWowRandom(seed.toLong(), seed.shr(32).toLong())**returns a repeatable random number generator seeded with the given [seed] 'Long' value.* 
uniformly distributed in the specified [range]. *@sample samples.random.Randoms.seededRandom* 
*arity* @SinceKotlin("1.3") *public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))**returns a repeatable random number generator seeded with the given [seed] 'Long' value.* 
*note:* *@throws IllegalArgumentException if [range] is empty.* 
*arity* @SinceKotlin("1.3") *public fun Random.nextInt(range: IntRange): Int = when { 
range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range") 
range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1) 
range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1 
else -> nextInt(range.endInclusive) 
/**
 * gets the next random 'Int' from the random number generator in the specified [range]. *@sample samples.random.Randoms.seededRandom* 
*arity* @SinceKotlin("1.3") *@ExperimentalUnsignedTypes* *public fun Random(range: LongRange): Long = when { 
range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range") 
range.last < Long.MAX_VALUE -> nextLong(range.start, range.endInclusive + 1) 
range.start > Long.MIN_VALUE -> nextLong(range.start - 1, range.endInclusive) + 1 
else -> nextLong(range.endInclusive) 
*/ 
*arity* @SinceKotlin("1.3") *@fastLog2* *internal fun Double 
*arity* @SinceKotlin("1.3") *@fastLog2* *internal fun Double 
@UseExperimental(ExperimentalStdlibApi::class) *internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits() 
*arity* @SinceKotlin("1.3") *@fastLog2* *internal fun Double 
*arity* @SinceKotlin("1.3") *@fastLog2* *internal fun Double 
*arity* @SinceKotlin("1.3") *@fastLog2* *internal fun Double
specified [until] bound.\n\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* @throws IllegalCastException if [from] is greater than or equal to [until].\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n*\n* @throws IllegalArgumentException if [from] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
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*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.\n*\n* \n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
*\n* @throws IllegalArgumentException if [until] is zero.
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 * ...
 */

package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs".
 * Cycles after 2^160 * (2^32-1) repetitions.
 * See http://www.jstatsoft.org/v08/i14/paper for details.
 * ...
 */

internal class XorWowRandom

internal constructor(seed1: Int, seed2: Int) :
    this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

init {
    require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }
    // some trivial seeds can produce several values with zeroes in upper bits, so we discard first
    repeat(64) { nextInt() }
}

override fun nextInt(): Int {
    var t = x
    t = t xor (t ushr 2)
    x = y
    y = z
    z = w
    val v0 = v
    w = v0
    t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
    v = t
    addend += 362437
    return t + addend
}

override fun nextBits(bitCount: Int): Int =
    nextInt().takeUpperBits(bitCount)


be empty.

```kotlin
@sample samples.ranges.Ranges.rangeFromComparable

@public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that) /* Always returns `false` if the [element] is `null` */

@public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

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 */

package kotlin.reflect

/**
 * Returns a runtime representation of the given reified type [T] as an instance of [KType].
 */
@Suppress("unused") // KT-12448
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <reified T> typeOf(): KType = throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 *
 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 *
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * @see kotlin.text.Chars.equals
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes the first and the last lines if they are blank (notice difference blank vs empty).
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * Default is `\"\"` (pipe character).
 * @see trimIndent
 */
public fun String.trimMargin(marginPrefix: String = "\"") =
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * Default is `\"\"` (pipe character).
 * @see trimIndent
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "\"") =
    when {
        require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
        val lines = lines()
        return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
            val lines = lines()
            return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
```
The code snippet provided is from the `kotlin.text` package, which contains utility functions for text manipulation in Kotlin. The code describes various functions related to handling regular expressions and capturing groups within those patterns.

Key functions and concepts include:
- `Group`, which is indexed from 1 to `groupCount` and represents a substring from the input string.
- `ParametricMatchResult`, which provides access to captured groups by their index or name.
- `Matcher`, which is used to perform pattern matching on input strings.

The code also includes utility functions for text manipulation, such as reindenting and trimming indentation, which are useful for formatting strings in a consistent manner.

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corresponds to the entire match. */
    public val groups: MatchGroupCollection
    /**
     * A list of matched indexed group values. */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring
     * assignment of group values. */
    public val destructured: Destructured get() = Destructured(this)

    /** Returns a new [MatchResult] with the results for the next match, starting at the
     * position at which the last match ended (at the character after the last matched character). */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values. */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly
        public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly
        public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly
        public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly
        public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly
        public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly
        public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly
        public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly
        public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly
        public operator inline fun component10(): String = match.groupValues[10]

        /** Returns destructured group values as a list of strings. */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
    }
}

package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character " */
    public const val quote: Char = '\u0022'
    /** The character $ */
    public const val dollar: Char = '\u0024'
    /** The character & */
    public const val amp: Char = '\u0026'
    /** The character < */
    public const val less: Char = '\u003C'
    /** The character > */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ¶ */
    public const val paragraph: Char = '\u00A1'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00A1'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00A1'

The character · is represented by \u00B7.

The character ½ is represented by \u00BD.

The character – is represented by \u2013.

The character — is represented by \u2014.

The character ‘ is represented by \u2018.

The character ’ is represented by \u2019.

The character ’ is represented by \u201A.

The character " is represented by \u201C.

The character " is represented by \u201D.

The character " is represented by \u201E.

The character † is represented by \u2020.

The character ‡ is represented by \u2021.

The character • is represented by \u2022.

The character … is represented by \u2026.

The character ′ is represented by \u2032.

The character ″ is represented by \u2033.

The character € is represented by \u20AC.

The character ™ is represented by \u2122.

The character ≈ is represented by \u2248.

The character ≠ is represented by \u2260.

The character ≤ is represented by \u2264.

The character ≥ is represented by \u2265.

The character © is represented by \u00A9.

The character ® is represented by \u00AE.

The character ℗ is represented by \u2117.

The character ℘ is represented by \u2124.

The character ℮ is represented by \u2126.

The character ℯ is represented by \u2130.

The character ℥ is represented by \u2135.

The character ℧ is represented by \u2136.

The character ℨ is represented by \u2137.

The character ℽ is represented by \u2138.

The character ℾ is represented by \u2139.

The character ℿ is represented by \u213A.

The character ® is represented by \u2117.

The character ℬ is represented by \u2124.

The character ℮ is represented by \u2126.

The character ℯ is represented by \u2130.

The character K is represented by \u2135.

The character K is represented by \u2136.

The character K is represented by \u2137.

The character K is represented by \u2138.

The character K is represented by \u2139.

The character K is represented by \u213A.
inline operator fun ClockMark.minus(other: ClockMark): Duration = throw Error("Operation is disallowed.")

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/*
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*/

package kotlin.time

/**
 * The most precise clock available in the platform.
 *
 * The clock returns its readings from a source of monotonic time when it is available in a target platform, and resorts to a non-monotonic time source otherwise.
 object MonoClock : Clock

/**
 * An abstract class used to implement clocks that return their readings as [Long] values in the specified [unit].
 */
 abstract class AbstractLongClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of the clock expressed as a [Long] number that
     * is in the unit specified by the [unit] property. This protected abstract method returns the current reading of the clock expressed as a [Long] number that is in the unit specified by the [unit] property.:
     */
    protected abstract fun read(): Long

    private class LongClockMark(private val startedAt: Long, private val clock: AbstractLongClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = LongClockMark(startedAt, clock, offset + duration)
    }

    override fun markNow(): ClockMark = LongClockMark(read(), this, Duration.ZERO)
}

/**
 * A clock that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 *
 * The current clock reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 *
 * ```
 * val clock = TestClock()
 * clock += 10.seconds
 * ```
 *
 * Implementation note: the current clock reading value is stored as a [Long] number of nanoseconds, thus it's capable to represent a time range of approximately ±292 years. Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
 */
 abstract class TestClock : AbstractLongClock(durationUnit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this clock by the specified [duration].
     *
     * [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            val newReading = reading + longDelta
            if (reading

        // when delta fits in long, add it as long
xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)\n   newReading = original + delta
   if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)\n   newReading.toDouble()\n   private fun overflow(duration: Duration) {\n      throw IllegalStateException("TestClock will overflow if its reading $reading is advanced by $duration.\n   }

   private fun overflow(duration: Duration) {
      throw IllegalStateException("TestClock will overflow if its reading $reading is advanced by $duration.\n   }

   public interface WallClock {\n      fun currentTimeMilliseconds(): Long\n   }

   companion object : WallClock, AbstractLongClock(unit = DurationUnit.MILLISECONDS) {\n      override fun currentTimeMilliseconds(): Long = System.currentTimeMillis()\n      override fun read(): Long = System.currentTimeMillis()\n      override fun toString(): String = "WallClock(System.currentTimeMillis())"\n   }

   /*
   public interface WallClock {
      fun currentTimeMilliseconds(): Long

      companion object : WallClock, AbstractLongClock(unit = DurationUnit.MILLISECONDS) {
         override fun currentTimeMilliseconds(): Long = System.currentTimeMillis()
         override fun read(): Long = System.currentTimeMillis()
         override fun toString(): String = "WallClock(System.currentTimeMillis())"
      }
   }
   */

   /*
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    * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   *
   * @SinceKotlin("1.3")
   * @ExperimentalTime
   * @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
   */

   /**
    * Represents the amount of time one instant of time is away from
    * another instant.\n    * A negative duration is possible in a situation when the second instant is earlier than the
    * first one.\n    * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.\n    * To construct a duration use either the extension function [toDuration],\n    * or the extension properties [hours], [minutes], [seconds], and so on,\n    * available on [Int], [Long], and [Double] numeric types.\n    * To get the value of this duration expressed in a particular [duration units][DurationUnit]\n    * use the functions [toInt], [toLong], and [toDouble] or the properties [inHours], [inMinutes], [inSeconds],\n    * and so on.\n    */
   public inline class Duration internal constructor(internal val value: Double) :
   Comparable<Duration> {
   }

   // arithmetic operators
   public operator fun unaryMinus(): Duration = Duration(-value)
   public operator fun plus(other: Duration): Duration = Duration(value +
   other.value)
   public operator fun minus(other: Duration): Duration = Duration(value - other.value)
   public operator fun times(scale: Int): Duration = Duration(value * scale)
   public operator fun times(scale: Double): Duration = Duration(value * scale)
   public operator fun div(scale: Int): Duration = Duration(value / scale)
   public operator fun div(scale: Double): Duration = Duration(value / scale)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun unaryPlus(): Duration = Duration(value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)

   /**
    * Returns the negative of this value.\n    * Returns a duration whose value is the sum of this and\n    * other duration values.\n    * Returns a duration whose value is this duration value multiplied by the given [scale] number.\n    * Returns a duration whose value is this duration value divided by the given [scale] number.\n    * Returns a number that is the ratio of [this] and [other] duration values.\n    * Returns true, if the duration value is less than zero.\n    * Returns true, if the duration value is greater than zero.\n    * Returns true, if the duration value is finite.\n    * Returns true, if the duration value is infinite.\n    * Returns true, if the duration value is zero.\n    */
   public operator fun minus(other: Duration): Duration = Duration(value - other.value)
   public operator fun plus(other: Duration): Duration = Duration(value +
   other.value)
   public operator fun times(scale: Int): Duration = Duration(value * scale)
   public operator fun times(scale: Double): Duration = Duration(value * scale)
   public operator fun div(scale: Int): Duration = Duration(value / scale)
   public operator fun div(scale: Double): Duration = Duration(value / scale)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)
   public operator fun div(other: Duration): Duration = Duration(value / other.value)

   /**
    * Returns the absolute value of this value. The returned value is always non-negative.
    */
// splitting to components

/*
 * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 */
    public fun toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inDays.toInt(), inHours.toInt(), inMinutes.toInt(), inSeconds, nanosecondsComponent)

    /**
     * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
     * The result of [action] is returned as the result of this function.
     */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this

    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

    // conversion to units
    /*
     * Returns the value of this duration expressed as a [Double] number of the specified [unit].
     */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     */
    public fun toLong(unit: DurationUnit): Long = convertDurationUnit(value, storageUnit, unit,
        nanosecondsComponent, nanosecondsComponent)
toDouble(unit).toInt() //** The value of this duration expressed as a [Double] number of days. */

public val inDays: Double get() = toDouble(DurationUnit.DAYS) */** The value of this duration expressed as a [Double] number of hours. */

public val inHours: Double get() = toDouble(DurationUnit.HOURS) */** The value of this duration expressed as a [Double] number of minutes. */

public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES) */** The value of this duration expressed as a [Double] number of seconds. */

public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS) */** The value of this duration expressed as a [Double] number of milliseconds. */

public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS) */** The value of this duration expressed as a [Double] number of nanoseconds. */

public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS) /*

*/

* Returns the value of this duration expressed as a [Long] number of nanoseconds. */

* If the value doesn’t fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details. */

* The range of durations that can be expressed as a ‘Long’ number of nanoseconds is approximately 0 to 9223372036854775807 years. */

* public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS) /*

* Returns the value of this duration expressed as a [Long] number of milliseconds. */

* The value is coerced to the range of [Long] type, if it doesn’t fit in that range, see the conversion [Double.toLong] for details. */

*/

* The range of durations that can be expressed as a ‘Long’ number of milliseconds is approximately 0 to 9223372036854775807 million years. */

* public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS) /*

* Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value. */

* Special cases:

* - zero duration is formatted as ‘0s’

* - the infinite duration is formatted as ‘\"Infinity\"’ without unit

* - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation

* - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation

* @return the value of duration in the automatically determined unit followed by that unit abbreviated name: ‘d’, ‘h’, ‘m’, ‘s’, ‘ms’, ‘us’, or ‘ns’.

* @sample samples.time.Durations.toStringDefault */

val absNs = absoluteValue.inNanoseconds
val scientific = false
val maxDecimals = 0
val unit = when {
    absNs < 1e-6 -> DurationUnit.SECONDS
    absNs < 1e-3 -> DurationUnit.MILLISECONDS
    absNs < 1e-9 -> DurationUnit.MICROSECONDS
    absNs < 60_000e9 -> DurationUnit.MINUTES
    absNs < 3600_000e9 -> DurationUnit.HOURS
    absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
    else -> DurationUnit.DAYS
}

val value = toDouble(unit) when {
    scientific ->
        formatScientific(value)
    maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
    else -> formatToExactDecimals(value, precision(abs(value)))
}

private fun formatScientific(value: Double): String
        
formatToExactDecimals(value, precision(abs(value))): String
        
unit.shortName(): String
        
} */

private fun formatUpToDecimals(value: Double, decimals: Int): String
        
formatToExactDecimals(number, decimals.coerceAtMost(12)): String
    else ->
formatScientific(number) | + unit.shortName() |*/| ** when `h`, `m`, `s` are the integer components of this duration (see [toComponents]) */ and `f` is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either */ 0, 3, 6, or 9 decimal digits. */ If the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with [Int.MAX_VALUE]; */ so the infinite duration is formatted as "PT2147483647H"." */ Negative durations are indicated with the sign '-' in the beginning of the returned string, for example, "-PT5M30S". */ */ *sample samples.time.Durations.toISOString */ public fun toISOString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        val
            hasHours = hours != 0
            hasMinutes = minutes != 0 || (hasSeconds && hasHours)
            if (hasHours) {
                append(hours).append('H')
            }
            append('
' + unit.shortName())

    (hours d & hasHours)*/ if (hasHours) {
        append(hours).append('H')
    } else -> append(minutes).append('M')
}

append('S')
}

// constructing from number of units
// extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =
toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Long] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =
toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Double] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =
convertDurationUnit(this, unit, DurationUnit.SECONDS)

// constructing from number of units
// extension properties

/** Returns a [Duration] equal to this [Int] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)
@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {

    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;

    internal fun shortName(): String = when (this) {
        NANOSECONDS -> "ns"
        MICROSECONDS -> "us"
        MILLISECONDS -> "ms"
        SECONDS -> "s"
        MINUTES -> "m"
        HOURS -> "h"
        DAYS -> "d"
    }

    internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
    internal expect fun formatUpToDecimals(value: Double): String
    internal expect fun formatScientific(value: Double): String
}

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Long.times(duration: Duration): Duration = duration * this

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
toDuration(DurationUnit.MINUTES)

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() =
toDuration(DurationUnit.MINUTES)

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() =
toDuration(DurationUnit.MINUTES)

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
toDuration(DurationUnit.HOURS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() =
toDuration(DurationUnit.HOURS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() =
toDuration(DurationUnit.HOURS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
toDuration(DurationUnit.DAYS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() =
toDuration(DurationUnit.DAYS)

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.days get() =
toDuration(DurationUnit.DAYS)

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {

    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;

    internal fun shortName(): String = when (this) {
        NANOSECONDS -> "ns"
        MICROSECONDS -> "us"
        MILLISECONDS -> "ms"
        SECONDS -> "s"
        MINUTES -> "m"
        HOURS -> "h"
        DAYS -> "d"
    }

    internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
    internal expect fun formatUpToDecimals(value: Double): String
    internal expect fun formatScientific(value: Double): String
*/

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JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * A * Change * This change marks the experimental preview of the standard library API for measuring time and working with durations. * A * This change is in a preview state and has a high chance of being changed in the future. * Do not use it if you develop a library since your library will become binary incompatible with the future versions of the standard library. * A * Any usage of a declaration annotated with `@ExperimentalTime` must be accepted either by the compiler argument `-Xuse-experimental=kotlin.time.ExperimentalTime` or by using the `@UseExperimental` annotation, e.g. `@UseExperimental(ExperimentalTime::class)`. * A * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * A * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * A * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
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```kotlin
@SinceKotlin("1.1")
    /**
     * Creates a version from [major] and [minor] components, leaving [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    /**
     * Returns the string representation of this version
     */
    override fun toString(): String = "\$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun hashCode(): Int = version

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns \(true\) if this version is not less than the version specified with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major &&
                this.minor >= minor)

    /**
     * Returns \(true\) if this version is not less than the version specified with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
        this.major > major || (this.major == major &&
                (this.minor > minor || this.minor == minor &&
                        this.patch >= patch))
}
```

```kotlin
package kotlin

import kotlin.reflect.KProperty0

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns \(true\) if a value for this Lazy instance has been already initialized, and \(false\) otherwise.
     * Once this function has returned \(true\) it stays \(true\) for the rest of lifetime of this Lazy instance.
     */
    public fun isInitialized(): Boolean
}

/**
 * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
 */
public fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)

/**
 * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value
```

---

```kotlin
@SinceKotlin("1.2")
val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")
```

---

```kotlin
package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n */
public class InitializedLazyImpl<T>(value: T) : Lazy<T> {
    private var _value: T = value

    override val value: T
        get() = _value
```

---

```kotlin
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns \(true\) if this lateinit property has been assigned a value, and \(false\) otherwise.
 * Once this function has returned \(true\) it stays \(true\) for the rest of lifetime of this Lazy instance.
 */
@SinceKotlin("1.2")
public val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")
```

---

```kotlin
package kotlin

import kotlin.reflect.KProperty

/**
 * Specifies how a [Lazy] instance synchronizes initialization among
 */
```
multiple threads. */
* */

public enum class LazyThreadSafetyMode {

    /**
     * Locks are used to ensure
     * that only a single thread can initialize the [Lazy] instance.
     */
    SYNCHRONIZED,

    /**
     * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value.
     * but only the first returned value will be used as the value of [Lazy] instance.
     * */
    PUBLICATION,

    /**
     * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from
     * multiple threads, its behavior is undefined.
     */
    NONE,

    /*
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     *
     * Use of this source code is governed by the Apache 2.0 license that can be found in the
     * license/LICENSE.txt file.
     */

    UNINITIALIZED_VALUE

    // internal to be called from lazy in JS
    internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
        private var initializer: (() -> T)? = initializer
        private var _value: Any? = UNINITIALIZED_VALUE

        override val value: T
            get() {
                if (_value === UNINITIALIZED_VALUE) {
                    _value = initializer!!()
                    initializer = null
                }

                @Suppress("UNCHECKED_CAST")
                return _value as T
            }

        override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

        override fun toString(): String = if (isInitialized())
            initializer.toString() else "Lazy value not initialized yet."

    }

    internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {

        override fun isInitialized(): Boolean = true

        override fun toString(): String = value.toString()
    }

    /**
     * Counts the number of set bits in the binary representation of this [Int] number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countOneBits(): Int

    /**
     * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countLeadingZeroBits(): Int

    /**
     * Counts the number of consecutive least significant bits that are zero
     * in the binary representation of this [Int] number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countTrailingZeroBits(): Int

    /**
     * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
     * The most significant bits pushed out from the left side reenter the number as the least significant bits on
     * the right side.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.takeHighestOneBit(): Int

    /**
     * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of
     * bits.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.rotateLeft(bitCount: Int): Int

    /**
     * Rotates the binary representation of this [Int] number right by the
     * specified [bitCount] number of bits.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.rotateRight(bitCount: Int): Int

    /**
     * Counts the number of set bits in the binary representation of this [Long] number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.countOneBits(): Int

    /**
     * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.countLeadingZeroBits(): Int

    /**
     * Counts the number of consecutive least significant bits that are zero
     * in the binary representation of this [Long] number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.countTrailingZeroBits(): Int

    /**
     * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number.
     * The most significant bits pushed out from the right side reenter the number as the least significant bits on
     * the left side.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.takeHighestOneBit(): Long

    /**
     * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of
     * bits.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.rotateLeft(bitCount: Int): Long

    /**
     * Rotates the binary representation of this [Long] number right by the
     * specified [bitCount] number of bits.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Long.rotateRight(bitCount: Int): Long

    Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - Right Image - Kafka-Connect 595
of this [Long] number. */

/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/*
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

/*
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, \( \forall n \) or zero, if this number is zero.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeHighestOneBit(): Long

/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, \( \forall n \) or zero, if this number is zero.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeLowestOneBit(): Long

/*
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long

/*
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long

/*
 * Counts the number of set bits in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

/*
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.countTrailingZeroBits(): Int = toInt().or(0x100).countTrailingZeroBits()

/*
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, \( \forall n \) or zero, if this number is zero.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, \( \forall n \) or zero, if this number is zero.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/*
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =

/*
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateRight(bitCount: Int): Byte =

/*
 * Rotates the number left by a negative bit count is the same as rotating it right by the negated bit count:
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Byte.rotateLeft(bitCount: Int): Byte =

/*
 * Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Byte.rotateRight(bitCount: Int): Byte =

/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.countTrailingZeroBits(): Int = toInt().or(0x100).countTrailingZeroBits()

/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, \( \forall n \) or zero, if this number is zero.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()
binary representation of this [Byte] number right by the specified [bitCount] number of bits. * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally: number.rotateRight(n) == number.rotateLeft(n % 8) * Counts the number of set bits in the binary representation of this [Short] number.

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.

* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number. * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits. * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally: number.rotateLeft(n) == number.rotateLeft(n % 16) * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number. * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally: number.rotateRight(n) == number.rotateRight(n % 16) * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.
package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * An example of decomposing it into values:
 * @sample sample.misc.Tuples.pairDestructuring
 * @param A type of the first value.
 * @param B type of the second value.
 * @property first First value.
 * @property second Second value.
 * @constructor Creates a new instance of [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @sample samples.collections.Maps.Instantiation.mapFromPairs
 */
public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @sample sample.misc.Tuples.tripleDestructuring
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 * @property first First value.
 * @property second Second value.
 * @property third Third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) :

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = first > last
    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() +...

*/
last.toInt())

override fun toString(): String = "$first..$last"
class ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is ClosedRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)

    override fun hash(): Int = if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())

    override fun toString(): String = if (step > 0) first..last else first downTo last

    companion object {
        /** An empty range of values of type ULong. */
        public val EMPTY: ClosedRange<ULong> = ClosedRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/**
 * A progression of values of type `ULong`.
 */
public open class ULongProgression
internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) : Iterable<ULong> {
    init {
        if (step == 0.toLong()) throw IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation."")
    }

    /** The first element in the progression. */
    public val first: ULong = start

    /** The last element in the progression. */
    public val last: ULong = getProgressionLastElement(start, endInclusive, step)

    /** The step of the progression. */
    public val step: Long = step

    override fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)

    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is ULongProgression && (isEmpty() && other.isEmpty() || first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt() + (step xor (step ushr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /** Creates ULongProgression within the specified bounds of a closed range. */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which the value is incremented on each step.
 */
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

fun countOneBits(): Int = toInt().countOneBits()

fun takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

fun rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

fun rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

fun rotateLeft(n: Int) = rotateRight(n % 32)

fun rotateRight(n: Int) = rotateLeft(n % 32)
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

* Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,
  or zero, if this number is zero.

* Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number,
  or zero, if this number is zero.

* Rotates the binary representation of this [ULong] number
  left by the specified [bitCount] number of bits.
The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
  Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
  `number.rotateLeft(-n) == number.rotateRight(n)`
* Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
  `number.rotateLeft(n % 64)`
* Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
  `number.rotateRight(n % 64)`

* Counts the number of set bits in the binary representation of this [UByte] number.

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number,
  or zero, if this number is zero.

* Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number,
  or zero, if this number is zero.

* Rotates the binary representation of this [UByte] number
  left by the specified [bitCount] number of bits.
The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
  Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
  `number.rotateLeft(-n) == number.rotateRight(n)`
* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:
  `number.rotateLeft(n % 8)`
* Rotating by a multiple of [UByte.SIZEBITS] (8) returns the same number, or more generally:
  `number.rotateRight(n % 8)`

* Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number,
  or zero, if this number is zero.

* Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number,
  or zero, if this number is zero.

* Rotates the binary representation of this [UByte] number
  left by the specified [bitCount] number of bits.
The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
  Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
  `number.rotateLeft(-n) == number.rotateRight(n)`
*\n* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n* \n`number.rotateLeft(n) == number.rotateLeft(n % 8)`\n
/*\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n * \n`number.rotateRight(n) == number.rotateRight(n % 8)`\n*/

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()\n
/**\n * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * \n`number.rotateRight(n) == number.rotateLeft(n)`\n*/

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateRight(bitCount: Int): UByte =
toByte().rotateRight(bitCount).toUByte()\n
/**\n * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * \n`number.rotateLeft(n) == number.rotateRight(n)`\n*/

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateLeft(bitCount: Int): UByte =
toByte().rotateLeft(bitCount).toUByte()\n
/**\n * Counts the number of set bits in the binary representation of this [UShort] number.\n */

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countOneBits(): Int = toUInt().countOneBits()\n
/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.\n */

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()\n
/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.\n */

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()\n
/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number.\n */

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeHighestOneBit(): UShort =
toInt().takeHighestOneBit().toUShort()\n
/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number.\n */

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeLowestOneBit(): UShort =
toInt().takeLowestOneBit().toUShort()\n
/**\n * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * \n`number.rotateRight(n) == number.rotateLeft(n)`\n*/

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateRight(bitCount: Int): UShort =
toShort().rotateRight(bitCount).toUShort()\n
/**\n * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * \n`number.rotateLeft(n) == number.rotateRight(n)`\n*/

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateLeft(bitCount: Int): UShort =
toShort().rotateLeft(bitCount).toUShort()
@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed [UByte] number and returns the result.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)
signed [UByte] number and returns the result.\r\n * @throws NumberFormatException if the string is not a valid
representation of a number.\r\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun
String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)\r\n\r\n\r\n/**\r\n * Parses
the string as a [UShort] number and returns the result.\r\n * @throws NumberFormatException if the string is not a
valid representation of a number.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun
String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)\r\n\r\n/**\r\n * Parses the string as a
[UShort] number and returns the result.\r\n * @throws NumberFormatException if the string is not a valid
representation of a number.\r\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun
String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)\r\n\r\n/**\r\n * Parses the
string as an [UInt] number and returns the result.\r\n * @throws NumberFormatException if the string is not a valid
representation of a number.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun
String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)\r\n\r\n/**\r\n * Parses the string as an [UInt]
number and returns the result.\r\n * @throws NumberFormatException if the string is not a valid representation of a
number.\r\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
conversion.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUInt(radix:
Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)\r\n\r\n/**\r\n * Parses the string as a [ULong] number
and returns the result.\r\n * @throws NumberFormatException if the string is not a valid representation of a
number.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toULong(): ULong
= toULongOrNull() ?: numberFormatError(this)\r\n\r\n/**\r\n * Parses the string as a [ULong] number and returns
the result.\r\n * @throws NumberFormatException if the string is not a valid representation of a number.\r\n *
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toULong(radix: Int): ULong =
toULongOrNull(radix) ?: numberFormatError(this)\r\n\r\n\r\n\r\n\r\n\r\n/**\r\n * Parses the string as an [UByte]
number and returns the result\r\n * or `null` if the string is not a valid representation of a number.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUByteOrNull(): UByte? =
toUByteOrNull(radix = 10)\r\n\r\n/**\r\n * Parses the string as an [UByte] number and returns the result\r\n * or
`null` if the string is not a valid representation of a number.\r\n *\r\n * @throws IllegalArgumentException when
[radix] is not a valid radix for string to number conversion.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUByteOrNull(radix: Int):
UByte? {\r\n val int = this.toUIntOrNull(radix) ?: return null\r\n if (int > UByte.MAX_VALUE) return null\r\n
return int.toUByte()\r\n}\r\n\r\n/**\r\n * Parses the string as an [UShort] number and returns the result\r\n * or `null`
if the string is not a valid representation of a number.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUShortOrNull(): UShort? =
toUShortOrNull(radix = 10)\r\n\r\n/**\r\n * Parses the string as an [UShort] number and returns the result\r\n * or
`null` if the string is not a valid representation of a number.\r\n *\r\n * @throws IllegalArgumentException when
[radix] is not a valid radix for string to number conversion.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUShortOrNull(radix: Int):
UShort? {\r\n val int = this.toUIntOrNull(radix) ?: return null\r\n if (int > UShort.MAX_VALUE) return null\r\n
return int.toUShort()\r\n}\r\n\r\n/**\r\n * Parses the string as an [UInt] number and returns the result\r\n * or `null`
if the string is not a valid representation of a number.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUIntOrNull(): UInt? =
toUIntOrNull(radix = 10)\r\n\r\n/**\r\n * Parses the string as an [UInt] number and returns the result\r\n * or `null` if
the string is not a valid representation of a number.\r\n *\r\n * @throws IllegalArgumentException when [radix] is
not a valid radix for string to number conversion.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun String.toUIntOrNull(radix: Int): UInt?
{\r\n checkRadix(radix)\r\n\r\n val length = this.length\r\n if (length == 0) return null\r\n\r\n val limit: UInt =

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### Double Math

#### sin(x)

`sin(x)` computes the sine of the angle `x` given in radians.

#### cos(x)

`cos(x)` computes the cosine of the angle `x` given in radians.

#### tan(x)

`tan(x)` computes the tangent of the angle `x` given in radians.

#### asin(x)

`asin(x)` returns the arc sine of the value `x`.

#### acos(x)

`acos(x)` returns the arc cosine of the value `x`.

#### atan(x)

`atan(x)` returns the arc tangent of the value `x`.

#### sinh(x)

`sinh(x)` computes the hyperbolic sine of the value `x`.

#### cosh(x)

`cosh(x)` computes the hyperbolic cosine of the value `x`.

#### tanh(x)

`tanh(x)` computes the hyperbolic tangent of the value `x`.

#### sqrt(x)

`sqrt(x)` computes the square root of the value `x`.

#### exp(x)

`exp(x)` computes the exponential of the value `x`.

#### log(x)

`log(x)` computes the natural logarithm of the value `x`.

#### pow(x, y)

`pow(x, y)` returns `x` raised to the power of `y`.

#### abs(x)

`abs(x)` returns the absolute value of the value `x`.

#### max(x, y)

`max(x, y)` returns the maximum of `x` and `y`.

#### min(x, y)

`min(x, y)` returns the minimum of `x` and `y`.

#### random()

`random()` returns a pseudo-random number in the range `[0, 1)`.

#### randomDoubleInRange(min, max)

`randomDoubleInRange(min, max)` returns a pseudo-random number in the range `[min, max]`.

#### randomIntInRange(min, max)

`randomIntInRange(min, max)` returns a pseudo-random integer in the range `[min, max]`.

#### randomInt()

`randomInt()` returns a pseudo-random integer in the range `[0, 1)`.  

#### randomLong()

`randomLong()` returns a pseudo-random long integer.

#### randomDouble()

`randomDouble()` returns a pseudo-random double value.

### Note

- All methods return `null` if the input value is `null`.
- The `exp()` method returns `Double.MAX_VALUE` for extremely large inputs.
- The `log()` method returns `-Double.MAX_VALUE` for extremely small (negative) inputs.
- The `sqrt()` method returns `Double.NaN` for negative inputs.
- The `cosh()` and `tanh()` methods return `Double.POSITIVE_INFINITY` for large positive inputs.
- The `tanh()` method returns `Double.NEGATIVE_INFINITY` for large negative inputs.
- The `max()` and `min()` methods return `Double.NaN` when given `null` arguments.
- The `random()` method returns `null` when given `null` arguments.

---

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Double\n  \n  Computes the hyperbolic sine of the value [x].\n  \n  Special cases:
  - `sinh(NaN)` is `NaN`\n  - `sinh(+Inf)` is `+Inf`\n  - `sinh(-Inf)` is `-Inf`\n
public\n  \n  Computes the hyperbolic cosine of the value [x].\n  \n  Special cases:\n  - `cosh(NaN)` is `NaN`\n  - `cosh(+Inf)` is `+Inf`\n
public\n  \n  Computes the hyperbolic tangent of the value [x].\n  \n  Special cases:\n  - `tanh(NaN)` is `NaN`\n  - `tanh(+Inf)` is `1.0`\n  - `tanh(-Inf)` is `-1.0`\n
**Math\n
@since kotlin("1.2")\n  \n  Computes the inverse hyperbolic cosine of the value [x].\n  \n  The returned value is such that \( \sinh(y) = x \).\n  \n  Special cases:\n  - `asinh(NaN)` is `NaN`\n  - `asinh(+Inf)` is `+Inf`\n  - `asinh(-Inf)` is `-Inf`\n
@since kotlin("1.2")\n  \n  Computes the inverse hyperbolic tangent of the value [x].\n  \n  The returned value is such that \( \tanh(y) = x \).\n  \n  Special cases:\n  - `atanh(NaN)` is `NaN`\n  - `atanh(+Inf)` is `1.0`\n
@since kotlin("1.2")\n  \n  Computes Euler’s number \( e \) raised to the power of the value [x].\n  \n  Special cases:\n  - `exp(NaN)` is `NaN`\n  - `exp(+Inf)` is `+Inf`\n  - `exp(-Inf)` is `0.0`\n
@since kotlin("1.2")\n  \n  Computes the positive square root of the value [x].\n  \n  Special cases:\n  - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n
@since kotlin("1.2")\n  \n  Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n  \n  Special cases:\n  - returns `-Inf` if any of arguments is infinite\n  - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n
@since kotlin("1.2")\n  \n  Computes the natural logarithm (base `E`) of the value [x].\n  \n  Special cases:\n  - `ln(NaN)` is `NaN` when \( x < 0 \) or `x` is `NaN`\n  - `ln(+Inf)` is `+Inf`\n
@since kotlin("1.2")\n  \n  Computes `exp(x) - 1`.
  \n  Special cases:\n  - `expm1(NaN)` is `NaN`\n  - `expm1(+Inf)` is `+Inf`\n  - `expm1(-Inf)` is `-1.0`\n
@since kotlin("1.2")\n  \n  Computes the logarithm of the value [x] to the given [base].\n  \n  Special cases:\n  - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n  - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n  - `log(+Inf, +Inf)` is `-Inf`\n
@since kotlin("1.2")\n  \n  Computes `ln(x)` is `NaN` when `x < 0`\n
@since kotlin("1.2")\n  \n  Computes the binary logarithm (base `2`) of the value [x].\n  \n  Special cases:\n  - `log2(x)` is `NaN` when `x <= 0`\n  - `log2(+Inf)` is `+Inf`\n
@since kotlin("1.2")\n  \n  Computes the 10-base logarithm of the value [x].\n  \n  Special cases:\n  - `log10(x)` is `NaN` when `x <= 0`\n  - `log10(+Inf)` is `+Inf`\n
@since kotlin("1.2")\n  \n  Computes `cosh(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n  \n  Special cases:\n  - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf`\n  - Returns the largest double value that is smaller than or equal to the given value [x] and is a mathematical
Special cases:
- `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
- `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

Rounds the given value \( x \) to the closest integer with ties rounded towards even integer.

```
@SinceKotlin("1.2")
public expect fun floor(x: Double): Double
```

Rounds the given value \( x \) to the closest integer with ties rounded towards even integer.

```
@SinceKotlin("1.2")
public expect fun truncate(x: Double): Double
```

Rounds the given value \( x \) to the closest integer with ties rounded towards even integer.

```
@SinceKotlin("1.2")
public expect fun round(x: Double): Double
```

Returns the absolute value of the given value \( x \).

```
@SinceKotlin("1.2")
public expect fun abs(x: Double): Double
```

Returns the sign of the given value.

```
@SinceKotlin("1.2")
public expect fun sign(x: Double): Double
```

Returns the smaller of two values.

```
@SinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double
```

Returns the greater of two values.

```
@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double
```

Raises this value to the power \( x \).

```
@SinceKotlin("1.2")
public expect fun Double.pow(x: Double): Double
```

Raises this value to the integer power \( n \).

```
@SinceKotlin("1.2")
public expect fun Double.pow(n: Int): Double
```

Returns the absolute value of this value.

```
@SinceKotlin("1.2")
public expect val Double.absoluteValue: Double
```

Returns the sign of this value:

```
@SinceKotlin("1.2")
public expect val Double.sign: Double
```

Returns the ulp (unit in the last place) of this value.

```
@SinceKotlin("1.2")
public expect val Double.ulp: Double
```

Returns the 

```
@SinceKotlin("1.2")
public expect fun Double.nextUp(): Double
```

Returns the 

```
@SinceKotlin("1.2")
public expect fun Double.nextDown(): Double
```

Returns the 

```
@SinceKotlin("1.2")
public expect fun Double.nextTowards(to: Double): Double
```

Rounds this value to the nearest integer and converts the result to \( \text{Int} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int
```

Rounds this value to the nearest integer and converts the result to \( \text{Long} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long
```

Rounds this value to the nearest integer and converts the result to \( \text{Int} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int
```

Rounds this value to the nearest integer and converts the result to \( \text{Long} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long
```

Rounds this value to the nearest integer and converts the result to \( \text{Int} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int
```

Rounds this value to the nearest integer and converts the result to \( \text{Long} \).

```
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long
```
`x < Long.MIN_VALUE` \n *\n * @throws IllegalArgument Exception when this value is `NaN`\n *\n * @Since Kotlin("1.2")\n */
public expect fun Double.roundToLong(): Long\n@\n@region

Computes the sine of the angle \([x]\) given in radians.\n\nSpecial cases:\n* `-\sinh(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`\n\n<region>\n@SinceKotlin("1.2")\n</region>
\n```java
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float\n```
@SinceKotlin("1.2")
public expect val Float.absoluteValue: Float

/**
 * Returns the sign of this value.
 *
 * Special cases:
 *   - `NaN.absoluteValue` is `NaN`
 *
 * @see abs function
 * @since 1.2
 */
@SinceKotlin("1.2")
public expect fun Float.pow(n: Int): Float

/**
 * Returns the absolute value of this value to the integer power 
[\text{n}].
 *
 * See the other overload of \text{pow} for details.
 */
@SinceKotlin("1.2")
public expect fun Float.pow(x: Float): Float

/**
 * Raises this value to the power \text{x}.
 *
 * Special cases:
 *   - `b.pow(0.0)` is \text{NaN}
 *   - `b.pow(x)` is `NaN` when `x` is `NaN`
 *   - `-b.pow(1.0)` is `-b`
 *   - `-b.pow(Inf)` is `-b` for `b` is finite
 *   - `-b.pow(-Inf)` is `-b` for `b` is not finite
 *
 * @see [pow] function for special cases.
 */
@SinceKotlin("1.2")
public expect fun max(a: Float, b: Float): Float

// Float

/**
 * Returns the greater of two values.
 *
 * If either value is `NaN`, then the result is `NaN`.
 */
@SinceKotlin("1.2")
public expect fun min(a: Float, b: Float): Float

/**
 * Returns the smallest of two values.
 *
 * If either value is \text{NaN}, then the result is `NaN`.
 */
@SinceKotlin("1.2")
public expect fun abs(x: Float): Float
Returns the absolute value of the given value \( n \). \( \texttt{abs(n)} \) * Special cases:\n* - `\( \texttt{abs(Int.MIN\_VALUE)} \)` is `\( \texttt{Int.MIN\_VALUE} \)` due to an overflow\n* - `\( \texttt{abs(Long.MIN\_VALUE)} \)` is `\( \texttt{Long.MIN\_VALUE} \)` due to an overflow\n* - `\( \texttt{abs(Double.NEGATIVE_INFINITY)} \)` is `\( \texttt{Double.NEGATIVE_INFINITY} \)` due to an overflow\n* - `\( \texttt{abs(Double.POSITIVE_INFINITY)} \)` is `\( \texttt{Double.POSITIVE_INFINITY} \)` due to an overflow\n
```kotlin
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

/**
 * Returns the absolute value of the given value \( n \).
 * \( \texttt{abs(Long.MIN\_VALUE)} \)` is `\( \texttt{Long.MIN\_VALUE} \)` due to an overflow\n* - `\( \texttt{abs(Long.MIN\_VALUE)} \)` is `\( \texttt{Long.MIN\_VALUE} \)` due to an overflow\n* - `\( \texttt{abs(Double.NEGATIVE_INFINITY)} \)` is `\( \texttt{Double.NEGATIVE_INFINITY} \)` due to an overflow\n* - `\( \texttt{abs(Double.POSITIVE_INFINITY)} \)` is `\( \texttt{Double.POSITIVE_INFINITY} \)` due to an overflow

```kotlin
public expect val Long.absoluteValue: Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,\n* - `0` if the value is zero,\n* - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int
```
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=ufUh
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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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Oracle

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

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

-----

Oracle OpenJDK

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

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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

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

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
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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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Version: GnuPG v1.4.10 (GNU/Linux)
iQEcBAEBAgAGBQJQBb4tAAoJEMHljBmtgF91HDcH/2nQDPuPztWFrBifnEoLF6JlRUkЉzAPZaLdDMzIz7ucdRL1RDodmz4VIF2+fbKeBYQquZXIeEghz+tKrjK30Ml2guFkNLDteQp9b2p3Zu9JU3K0y4m84IDWq72HRmh1nRyD6lzZFlhDGZ/D+69fFtgYGOFwEt00MAq/IRbsXHLpBOY+Jyh/Xy+QRnQTcAQ+tAgOlxd3w+JSs2sGdesYLAgQQacLeGh7EzD3F+CKuiwT4c5ub64LdXSIAVj1u2OjZBfqLa33FA60Ti+i3knFNWKpzaeX+SQgMak6hsuatXi6EsVks6IsakwEgL6+Xk+HYWy23ZQ8BKQRLOZTw==gAqN
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E-Mail: jstrachan@apache.org
Mailing Address: 1A Leigh Road, London, UK, N5 1ST
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Version: GnuPG v1.4.1 (Darwin)
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Version: GnuPG v1.4.4 (MingW32)

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Date:

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Name: Gordon King

Positions: Chief Operational Officer

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
</tr>
</tbody>
</table>

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E-Mail: david_jencks@yahoo.com
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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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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

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

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OW2

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

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Apache

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.27 chkconfig 1.7.4 1.el7

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  jar/io/netty/resolver/DefaultNameResolver.java
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* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-
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  jar/io/netty/resolver/AbstractAddressResolver.java
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* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-jar/io/netty/resolver/NoopAddressResolverGroup.java
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1.30 jakarta-annotation-api 1.3.4

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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

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OW2

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

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Apache

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.33 d-bus 1.10.24 13.el7_6

1.34 stunnel 4.56 6.el7
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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/Epoll.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
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/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
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 */

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  jar/netty_epoll_linuxsocket.h
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### 1.39 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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  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformAccessArrayField.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/CompileError.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/ArrayInit.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Symbol.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtArray.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ByteArrayClassPath.java
  */opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/CodeAnalyzer.java
jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/analysis/Type.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Pair.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/KeywordTable.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/stackmap/MapMaker.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/ClassFileWriter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/ExprEditor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/rmi/RemoteException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtClassType.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/expr/Expr.java
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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/DoubleMemberValue.java
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jar/javassist/bytecode/annotation/FloatMemberValue.java
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jar/javassist/bytecode/annotation/ByteMemberValue.java
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jar/javassist/bytecode/annotation/AnnotationMemberValue.java
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 */

/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 * <p>
 * {link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>{link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
 * <li>{link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
 * <li>{link ChannelDuplexHandler} to handle both inbound and outbound events</li>
 * </ul>
 * </p>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * </p>
 */
* **The context object**

* 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.

* **State management**

* 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}{@link Message} {
    *
    * private boolean loggedIn;
    *
    *
    * { @code @Override}
    * public void channelRead0(@link ChannelHandlerContext) ctx, Message message) {
    * if (message instanceof LoginMessage) {
    * authenticate((LoginMessage) message);
    * loggedIn = true;
    * }
    * else (message instanceof GetDataMessage) {
    * if (loggedIn) {
    * ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
    * } else {
    * fail();
    * }
    * }
    *
    * ...
    *
    * }
    *

  *

  * Because the handler instance has a state variable which is dedicated to one connection, you have to create a new handler instance for each new channel to avoid a race condition where a unauthenticated client can get the confidential information:

  * `public class DataServerInitializer extends @link ChannelInitializer}{@link Channel}) {
    *
    * { @code @Override}
    * public void initChannel(@link Channel) channel) {
    * // Create a new handler instance per channel.
    * // See {@link ChannelInitializer#initChannel(Channel)}.
    * public class DataServerInitializer extends {@link ChannelInitializer} {@link Channel} {
    * { @code @Override
    * public void initChannel({@link Channel} channel) {
* channel.pipeline().addLast("handler", new DataServerHandler());
* }
* }
* }
* </pre>
* *
* <h4>Using `AttributeKey`<s>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 `AttributeKey`s which is provided by
* `ChannelHandlerContext`:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* @Sharable
* public class DataServerHandler extends SimpleChannelInboundHandler&lt;Message&gt; { 
*     private final AttributeKey&lt;Boolean&gt; auth = AttributeKey.valueOf("auth");
* }
* </pre>
* Now that the state of the handler is attached to the `ChannelHandlerContext`, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends ChannelInitializer&lt;Channel&gt; { 
*     private static final DataServerHandler SHARED = new DataServerHandler(); 
*     @Override 
*     public void initChannel(Channel channel) { 
*         channel.pipeline().addLast("handler", SHARED); 
*     }
* }
* </pre>
*
* 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 the JCIP annotations.
* <p>
* <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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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/ChannelHandlerAdapter.java
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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/ChannelInboundHandler.java
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HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.
The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

It may happen that this requirement contradicts the license
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use both them and the Library together in an executable that you distribute.

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

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

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

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

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

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

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b) You must cause the files modified to carry prominent notices
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c) You must cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a

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

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

These requirements apply to the modified work as a whole. If
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themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
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entire whole, and thus to each and every part regardless of who wrote
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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

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

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

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

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file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
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6. As an exception to the Sections above, you may also combine or
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* m4/ax_func_which_gethostbyname_r.m4

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5c7f2bb5b6.

Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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1.55 libpcap 1.5.3 12.el7

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On all platforms, Nmap is normally linked with:
- libpcap: Network packet capture library. Distributed with Nmap in the libpcap subdirectory.
  http://www.tcpdump.org/
- libdnet: Networking library, used for low-level tasks such as sending ethernet frames. A modified version is distributed with Nmap in the libdnet-stripped subdirectory. A summary of Nmap-local modifications is in the file NMAP_MODIFICATIONS.
  http://code.google.com/p/libdnet/
- PCRE: Perl-compatible regular expressions. PCRE is part of Nmap's version detection and is also made available as an NSE library. Distributed with Nmap in the libpcre subdirectory.
  http://www.pcre.org/
- liblua: Lua programming language. Lua is the implementation language of NSE, the Nmap Scripting Engine. Nmap links with liblua to allow running Lua programs inside Nmap. Distributed with Nmap in the liblua subdirectory. liblua can be omitted by configuring with the --without-liblua configuration directive.
  http://www.lua.org/
- OpenSSL: Cryptographic library. OpenSSL is used by service detection and by NSE to connect to SSL services. NSE also provides access to OpenSSL functions such as encryption and digest calculation. OpenSSL
can be disabled by configuring with the --without-openssl configuration directive.  
http://www.openssl.org/

- LIBLINEAR. Used for IPv6 OS classification.  
  http://www.csie.ntu.edu.tw/~cjlin/liblinear/

- libsvn. The Subversion library, used by the updater program nmap-update.  
  http://subversion.apache.org/

- APR (Apache Portable Runtime). Used by libsvn.  
  http://apr.apache.org/

On Windows only, Nmap uses:
- WinPcap: libpcap for Windows. The libpcap license applies to WinPcap, and it also has its own license. A binary copy of the library is distributed with Nmap in the subdirectory mswin32/winpcap.  
  http://www.winpcap.org/

Certain Nmap Scripting Engine scripts use the simplified BSD license in licenses/BSD-simplified.

Zenmap and Ndiff require:
- Python. The binary distributions of Nmap include a Python interpreter and various libraries, built using either py2exe or py2app.  
  http://www.python.org/

The Windows and Mac OS X binary packages include bundled versions of:
- GLib, GTK+, ATK, Pango: These libraries are licensed under the GNU LGPL 2, a copy of which is in the file licenses/LGPL-2.  
  http://www.gtk.org/

- Cairo: graphics library. Dual-licensed under the GNU LGPL 2.1 and the MPL 1.1. See the files licenses/LGPL-2.1 and licenses/MPL-1.1.  
  http://www.cairographics.org/

- libgailutil: Accessibility support for GTK+.  

- libpng, jpeg, LibTIFF: Image file format libraries used by GTK+.  

- zlib and bzip2: compression libraries.  

- Expat: XML parser library.  
  http://expat.sourceforge.net/

- fontconfig: font configuration library.  
  http://www.fontconfig.org/

- FreeType: font rendering library.  
  http://www.freetype.org/

- libiconv. Under the GNU LGPL 2.  
  http://www.gnu.org/software/libiconv/

- libintl: gettext translation facilities. Under the GNU LGPL 2 and 2.1.  
  http://www.gnu.org/software/gettext/

- libxml2: XML parsing library.  
  http://xmlsoft.org/

- SQLite.
http://www.sqlite.org/
o PyGTK, PyGObject: bindings for Python. Licensed under the GNU LGPL 2.1.
 http://www.pygtk.org/
o PyCairo: bindings for Python. Dual-licensed under the GNU LGPL 2.1 and the MPL 1.1.

The Mac OS binary packages also include:
o Various X.org libraries. These were built using MacPorts.
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Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

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the Free Software Foundation; either version 2.1 of the License, or
(at your option) any later version.

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

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

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

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

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

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

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

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consider it more useful to permit linking proprietary applications with the
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Preamble

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This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

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

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

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

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

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

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

a) Accompany the combined library with a copy of the same work
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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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

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

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

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

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

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is
analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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

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

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Ty Coon, President of Vice

That's all there is to it!

1.63 golang-snappy 1.0.0

1.63.1 Available under license:

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1.64 device-mapper-multipath 0.4.9 131.el7

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

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1.65 opentracing-tracerresolver 0.1.8

1.65.1 Available under license:

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

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1.82 basesystem 10.0-7.el7.centos
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Summary: The skeleton package which defines a simple CentOS Linux system
Name: basesystem
Version: 10.0
Release: 7%{?dist}
License: Public Domain
Group: System Environment/Base
Requires(pre): setup filesystem
BuildRoot: %{mktemp -ud _{tmppath}/%{name}-%{version}-%{release}-XXXXXX)
BuildArch: noarch

%description
Basesystem defines the components of a basic CentOS Linux
system (for example, the package installation order to use during
bootstrapping). Basesystem should be in every installation of a system,
and it should never be removed.

%prep

%build

%install

%clean

%files
%defattr(-,root,root,-)

%changelog
* Fri Jun 27 2014 Johnny Hughes <johnny@centos.org> - 10.0-7.el7.centos
  - Roll in CentOS Branding

* Fri Dec 27 2013 Daniel Mach <dmach@redhat.com> - 10.0-7
  - Mass rebuild 2013-12-27

* Tue Mar 06 2012 Ondrej Vasik <ovasik@redhat.com> 10.0-6
  - remove again reference to Fedora after RHEL-7 import(#800464)

* Thu Jun 23 2011 Ondrej Vasik <ovasik@redhat.com> 10.0-5
  - fix FTBFS typo (#715640), add disttag

* Fri May 21 2010 Ondrej Vasik <ovasik@redhat.com> - 10.0-4
  - remove reference to Fedora, add dist tag
  Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.2
  - Rebuilt for RHEL 6
  Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.1
- Rebuilt for RHEL 6
Related: rhbz#566527

* Fri Jul 24 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Mon Feb 23 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_11_Mass_Rebuild

* Mon Oct 20 2008 Phil Knirsch <pknirsch@redhat.com> 10.0-1
  - Bump version and rebuild for Fedora 10 (#451289)

* Fri Mar 02 2007 Phil Knirsch <pknirsch@redhat.com> - 8.1-1
  - Cleanup per package review (#225608)

* Wed Jul 12 2006 Jesse Keating <jkeating@redhat.com> - 8.0-5.1.1
  - rebuild

* Fri Dec 09 2005 Jesse Keating <jkeating@redhat.com>
  - rebuilt

* Wed Sep 22 2004 Bill Nottingham <notting@redhat.com>
  - rebuilt

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
  - rebuilt

* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
  - rebuilt

* Wed Aug 21 2002 Bill Nottingham <notting@redhat.com>
  - bump rev

* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Thu May 23 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
  - automatic rebuild

* Tue Jun 6 2000 Bill Nottingham <notting@redhat.com>
  - rebuild. Wheee.
* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 4)

* Tue Mar 16 1999 Cristian Gafton <gafton@redhat.com>
- don't require rpm (breaks dependency chain)

* Tue Mar 16 1999 Erik Troan <ewt@redhat.com>
- require rpm

* Wed Dec 30 1998 Cristian Gafton <gafton@redhat.com>
- build for 6.0

* Tue Aug 11 1998 Jeff Johnson <jbj@redhat.com>
- build root

* Mon Apr 27 1998 Prospector System <bugs@redhat.com>
- translations modified for de, fr, tr

* Tue Sep 23 1997 Erik Troan <ewt@redhat.com>
- made a noarch package

Found in path(s):
* /opt/cola/permits/1151233448_1617817524.04/0/basesystem-10.0-7.el7.centos.src.rpm-cosi-expand-archive-tqrtl4Z0/basesystem.spec

1.83 jetty 9.2.22.v20170606
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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/handler/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/ByteBufferQueuedHttpInput.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/AbstractConnectionFactory.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/AsyncDelayHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/MovedContextHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/HttpChannelState.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/HttpChannel.java
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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/session/JDBCSessionIdManager.java
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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/jmx/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/jmx/ServerMBean.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/jmx/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/jmx/ServerMBean.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/InclusiveByteRange.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/Utf8HttpWriter.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/session/AbstractSession.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources.jar/org/eclipse/jetty/server/session/AbstractSession.java
jar/org/eclipse/jetty/server/session/AbstractSessionManager.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/Connector.java
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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/handler/DefaultHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/SslConnectionFactory.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/NetworkConnector.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/handler/ContextHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/ResourceCache.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/handler/jmx/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/ServletResponseHttpWrapper.java

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/** Set the TCP/IP port used for CONFIDENTIAL and INTEGRAL redirections.
 * @param securePort the secure port to redirect to.
 */
/** Set the URI scheme used for CONFIDENTIAL and INTEGRAL redirections.
 * @param secureScheme A scheme string like "https"
 */

Found in path(s):
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/HttpConfiguration.java

1.84 jaeger-client 1.1.0

1.84.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1080728166_1597680098.17/0/kafka-oauth-client-0-5-0-sources-jar/io/strimzi/kafka/oauth/client/JaasClientOauthLoginCallbackHandler.java
* /opt/ws_local/PERMITS_SQL/1080728166_1597680098.17/0/kafka-oauth-client-0-5-0-sources-jar/io/strimzi/kafka/oauth/client/ClientConfig.java

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Eclipse

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.113 commons-logging 1.1.3

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1.117 python-iniparse 0.4

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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

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* java.sun.security.ssl

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

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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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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

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

   c) You must cause the whole of the work to be licensed at no
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^L
Once this change is made in a given copy, it is irreversible for
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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

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

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

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

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

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

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

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

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

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

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

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

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

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<one line to give the library's name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

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

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

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice
That's all there is to it!
This package was debianized by Jean Pierre LeJacq <jplejacq@quoininc.com> on Wed, 25 Feb 1998. Martin Pitt <martin@piware.de> was the package's maintainer up to version 2.7.19-1. The current maintainer is Jan Dittberner <jandd@debian.org>.

It was downloaded from http://sourceforge.net/projects/cracklib

Copyright (c) 1993 Alec Muffett <alecm@crypto.dircon.co.uk>,
Copyright (c) 2005-2009 Nathan Neulinger <nneul@umr.edu>,
Copyright (c) 2008-2009 Jan Dittberner <jan@dittberner.info>

Modifications: Added cronjob, configuration file, and man pages.

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http://www.gnu.org/licenses/old-licenses/lgpl-2.1.html. You can also
obtain it by writing to the Free Software Foundation, Inc., 51
Franklin St, Fifth Floor, Boston, MA 02110-1301, USA.

Copyright information:

CrackLib was originally licensed with a variant of the Artistic
license. In the interests of wider acceptance and more modern
licensing, it was switched with the original author's blessing to GPL
v2.

This approval was carried out in email discussions in 2005, and has
been reconfirmed as of 2007-10-01 with the following email from Alec
Muffett. Cracklib's license was changed from the GPL to the LGPL after
consensus of all previous developers in October 2008, effective with
release 2.8.15 released on 2009-11-19. See the email discussion below
for both license changes.

--------------------------------------------------------
EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde= r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.=20

-- Nathan
=20
------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>=20
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> libraries under
> GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan wrote:
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> and see if he wants to relicense his code as LGPL... but at this point,
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> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not=20
GPL-2 ... it was a modified artistic license ... i didn't notice the license=
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change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless th=eir=20
applications are also GPL-2 which imo is just wrong. It isn't the place of =a=20
library to dictate to application what license they should be using.=
=20
thus LGPL-2.1 enters to fill this void.
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro
maintainers to get together with Alec in a conversation and come to a
decision as to what licensing scheme y'all want. I haven't really done
much other than cleaning up the packaging and patches and a small bit of
additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan
=20
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> it was enough to just get it consistent and documented as to what
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> place of a
> library to dictate to application writes what license they should
> be using.
> thus LGPL-2.1 enters to fill this void.

-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57

> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL....
Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.
> >
> > I am sympathetic. Guys, what do you reckon?
> >
> > What I am hearing so far is that LGPL makes sense, since it can be
> > linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable
timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately,
GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
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> which are included in Fedora. FWIW, I'd personally lean toward LGPL.
> 
> In any case, I thank you both for working on sorting this out.

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
the change now ?

-mike

>> In any case, I thank you both for working on sorting this out.
> 
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now ?

yes. go for it. thanks++

-a
Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML

On Sunday 05 October 2008, Alec Muffett wrote:
> >> In any case, I thank you both for working on sorting this out.
> >
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we
> > make the change now ?
> >
> > yes. go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...

-mike

-------------
BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
-------------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

From alemc@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
  Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
  Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
  by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
  by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
Any chance you could write me a self-contained email stating clearly that the license is being changed to GPL, so I could include that email in the repository and clean up the repository/tarballs? I have all the original discussion, but something succinct and self-contained would be ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)
EFFECIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
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=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
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-- Nathan
=20
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Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
> =20
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> libraries under
> GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
> -mike
Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not 20
GPL-2 ... it was a modified artistic license ... i didn't notice the license=
=20
change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless th=
eir=20
applications are also GPL-2 which imo is just wrong. it isn't the place of =
a=20
library to dictact to application writes what license they should be using.=
=20
thus LGPL-2.1 enters to fill this void.
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro
maintainers to get together with Alec in a conversation and come to a
decision as to what licensing scheme y'all want. I haven't really done
much other than cleaning up the packaging and patches and a small bit of
additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan
=20
------------------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
On Monday 01 October 2007, Neulinger, Nathan wrote:

> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.
>
> the original license (before moving to sourceforge -- aka, 2.7) was not GPL-2 ... it was a modified artistic license ... i didnt notice the license change until it was mentioned in the latest notes.

> unlike the old license, GPL-2 prevents people from using cracklib unless their applications are also GPL-2 which imo is just wrong. it isn't the place of a library to dictate to application writes what license they should be using.
> thus LGPL-2.1 enters to fill this void.
>
> -mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme you all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing you all come up with is fine by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL...

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's best interests to have as secure systems as possible, and I think tainting it via GPL will just make it less likely that the library gets used, and will not usually cause companies/developers to GPL the dependent code (where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small additional code, so whatever licensing y'all come up with is fine by me.
> > I am sympathetic. Guys, what do you reckon?
> > What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL....

My apologies for not chiming in in anything resembling a reasonable timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately, GPLv2 with the option of using the library under a later version of the GPL would permit applications which were released under version 3 of the GPL to use the library, too, which would be sufficient for the packages which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> >> > >> Seems like the ideal thing here would be for you and the other distro
> >> > >> maintainers to get together with Alec in a conversation and come to a
> >> > >> decision as to what licensing scheme y'all want. I haven't really done
> >> > >> much other than cleaning up the packaging and patches and a small
> >> > >> bit of
> >> > >> additional code, so whatever licensing y'all come up with is fine
> >> > >> by me.
> >>
> >> > I am sympathetic. Guys, what do you reckon?
> >> >
> >> > What I am hearing so far is that LGPL makes sense, since it can be
> >> > linked with any code, not just GPL....
> >
> >> My apologies for not chiming in in anything resembling a reasonable
> >> timeframe.
> >
> >> I'd also suggest the LGPL, for the reason you noted above. Alternately,
> >> GPLv2 with the option of using the library under a later version of the
> >> GPL would permit applications which were released under version 3 of the
> >> GPL to use the library, too, which would be sufficient for the packages
> >> which are included in Fedora. FWIW, I'd personally lean toward LGPL.
> >
> >> In any case, I thank you both for working on sorting this out.

> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now ?
> -mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
> 
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now ?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Fryssinger <vapier@ge...> - 2008-10-25 22:34
On Sunday 05 October 2008, Alec Muffett wrote:

> >> In any case, I thank you both for working on sorting this out.
> >
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we
> > make the change now?
> >
> > yes, go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...

-mike

--------
BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
--------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

-------------------------------------
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
    by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
    by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
    for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a
1.121 jersey-container-servlet 2.28

1.121.1 Available under license:

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compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
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   However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
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Section 6 states terms for distribution of such executables.

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

   If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
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   Otherwise, if the work is a derivative of the Library, you may
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1.128 slf4j-log4j 1.7.28

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bzip2/libbzip2 version 1.0.6 of 6 September 2010
1.130 leveldb 1.11

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1.131 audience-annotations 0.5.0

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@smallexample
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1.138 commons-codec 1.11

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintTarget.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/Validation.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ValidatorContext.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ClockProvider.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/Configuration.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3.jar/javax/validation/constraints/DecimalMax.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3.jar/javax/validation/constraints/DecimalMin.java
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*/
/**
 * Creates a new [#link GeneratorAdapter](#GeneratorAdapter). <i>Subclasses must not use this constructor</i>. Instead, they must use the
 * [#link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 *
 * @param access
 * the method's access flags (see [#link Opcodes]).
 *
 * @param name
 * the method's name.
 *
 * @param desc
 * the method's descriptor (see [#link Type Type]).
 *
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* constructor</i>. Instead, they must use the {@link #ClassNode(int)}
* version.
*
* @throws IllegalStateException
*             If a subclass calls this constructor.
*/

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 */

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

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

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year>  <name of author>

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

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

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

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

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

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

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1.150 libcroco 0.6.12 4.el7
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[This is the first released version of the library GPL. It is
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freedom to share and change it. By contrast, the GNU General Public
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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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

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

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

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

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

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
d) If a facility in the modified Library refers to a function or a
table of data to be supplied by an application program that uses
the facility, other than as an argument passed when the facility
is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

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

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
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entire whole, and thus to each and every part regardless of who wrote
it.

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exercise the right to control the distribution of derivative or
collective works based on the Library.

In addition, mere aggregation of another work not based on the Library
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This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

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must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

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

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Library, but is designed to work with the Library by being compiled or
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work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

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

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

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

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.
6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

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

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

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

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entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
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In addition, mere aggregation of another work not based on the Program
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years, to give any third party, for a charge no more than your
cost of physically performing source distribution, a complete
machine-readable copy of the corresponding source code, to be
distributed under the terms of Sections 1 and 2 above on a medium
customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer
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an offer, in accord with Subsection b above.)
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If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache
The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.
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1.157 jetty-servlet 9.4.20.v20190813

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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

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* java.sun.security.ssl

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1.jar/io/netty/buffer/AbstractDerivedByteBuf.java
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1.160 hdrhistogram 2.1.9

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package org.HdrHistogram;

final class Version {
    public static final String version="$VERSION$";
    public static final String build_time="$BUILD_TIME$";
}

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cff2bb5bb6.

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* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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  xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
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  <xsl:template name="isc.copyright.format">
    <xsl:param name="text"/>
    <xsl:value-of select="$isc.copyright.leader"/>
    <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
    <xsl:text>&#10;</xsl:text>
    <xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
    <xsl:if test="translate($rest, '&#9;&#32;', '')">
      <xsl:call-template name="isc.copyright.format">
        <xsl:with-param name="text" select="$rest"/>
      </xsl:call-template>
    </xsl:if>
  </xsl:template>

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

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

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

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

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This script is compatible with the BSD install script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's install programs.

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```
KHR/khrplatform.h  Khronos

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include/GL/gl.h :

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

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

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

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

-----

**Oracle**

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

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

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**Oracle OpenJDK**

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

* java.sun.security.ssl

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

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**OW2**

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

------

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by
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  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml
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    jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/netty_unix_util.h
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/netty_unix_util.c
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/netty_unix_limits.h
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/netty_unix_limits.c
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    jar/netty_unix/writeableByteChannelJava
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
    jar/netty_unix/writeableByteChannelC
  * /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
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  jar/io/netty/channel/unix/UnixChannelOption.java
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  jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
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* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-
  jar/io/netty/channel/unix/UnixChannelUtil.java

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1.174 shadow-utils 4.6 5.el7

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* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1.jar/io/netty/channel/unix/DomainSocketChannel.java
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* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1.jar/netty_unix_filedescriptor.c
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1.176 maven-artifact 3.6.1

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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/io/Closer.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/TypeToInstanceMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/EmptyImmutableSortedMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/FilteredSetMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/html/package-info.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/io/ByteSink.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/ForwardingImmutableMap.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/ImmutableEnumMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/RateLimiter.java
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jar/jersey/repackaged/com/google/common/collection/ComputingConcurrentHashMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/cache/Striped64.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/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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jar/jersey/repackaged/com/google/common/primitives/UnsignedInts.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/collection/SortedIterables.java
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jar/jersey/repackaged/com/google/common/collection/AbstractRangeSet.java
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jar/jersey/repackaged/com/google/common/collection/Count.java
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  jar/jersey/repackaged/com/google/common/hash/HashingOutputStream.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/FilteredKeyMultimap.java

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  jar/jersey/repackaged/com/google/common/coll...Table.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
  jar/jersey/repackaged/com/google/common/coll...Table.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/collect/HashBiMap.java
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jar/jersey/repackaged/com/google/common/collection/ForwardingImmutableCollection.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/base/Ascii.java
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jar/jersey/repackaged/com/google/common/collection/MinMaxPriorityQueue.java
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1.195 paranamer 2.7

1.196 gson 2.8.0

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1.197 rpm 4.11.3 43.el7

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

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

That's all there is to it!

1.198 libjpeg 1.2.90-8.el7
1.198.1 Available under license :

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 * jdinput.c
 *
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 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
* processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuff.c, and jdphuff.c.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdinput.c
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxint.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2int-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2int-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimmxint.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2int.asm
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*
* This file contains routines to decode JPEG datastream markers.
* Most of the complexity arises from our desire to support input
* suspension: if not all of the data for a marker is available,
* we must exit back to the application. On resumption, we reprocess
* the marker.
*/
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This file contains Huffman entropy encoding routines.

Much of the complexity here has to do with supporting output suspension.
If the data destination module demands suspension, we want to be able to
back up to the start of the current MCU. To do this, we copy state
variables into local working storage, and update them back to the
permanent JPEG objects only upon successful completion of an MCU.

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*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-decompression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapistd.c
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* jdctfst.c
*
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*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
Found in path(s):
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdctfst.c
*/
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*/
* jdct.h
* 
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* 
* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (j dctmgr.c, j dctmgr.c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease
* machine-dependent tuning (e.g., assembly coding).
*/

Found in path(s):
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdct.h
*/
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJCompressor.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJDecompressor.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJExample.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJ.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/junittest/Test.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/junittest/UnitTest.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/junittest/UnitTest.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg-jni.c

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

/*
 * jidctred.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains inverse-DCT routines that produce reduced-size output:
 * either 4x4, 2x2, or 1x1 pixels from an 8x8 DCT block.
 * The implementation is based on the Loeffler, Ligtenberg and Moschytz (LL&M)
 * algorithm used in jidctint.c. We simply replace each 8-to-8 1-D IDCT step
 * with an 8-to-4 step that produces the four averages of two adjacent outputs
 * (or an 8-to-2 step producing two averages of four outputs, for 2x2 output).
 * These steps were derived by computing the corresponding values at the end
 * of the normal LL&M code, then simplifying as much as possible.
 * 1x1 is trivial: just take the DC coefficient divided by 8.
 */
* See jidctint.c for additional comments.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctred.c
No license file was found, but licenses were detected in source scan.

/*
 * jdsample.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains upsampling routines.
 *
 * Upsampling input data is counted in "row groups". A row group
 * is defined to be (v_samp_factor * DCT_scaled_size / min_DCT_scaled_size)
 * sample rows of each component. Upsampling will normally produce
 * max_v_samp_factor pixel rows from each row group (but this could vary
 * if the upsampler is applying a scale factor of its own).
 *
 * An excellent reference for image resampling is
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdsample.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmerge.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * 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

\[
\begin{align*}
R &= Y + K1 \cdot Cr \\
G &= Y + K2 \cdot Cb + K3 \cdot Cr \\
B &= Y + K4 \cdot Cb
\end{align*}
\]

* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.

* This file currently provides implementations for the following cases:
* YCbCr => RGB color conversion only.
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
* the only common cases. (For uncommon cases we fall back on the more
* general code in jdsample.c and jdcolor.c.)

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmerge.c
No license file was found, but licenses were detected in source scan.

/

* jctrans.c

* Copyright (C) 1995-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jtrans.c
No license file was found, but licenses were detected in source scan.
/*
 * jcprepct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the compression preprocessing controller.
 * This controller manages the color conversion, downsampling,
 * and edge expansion steps.
 *
 * Most of the complexity here is associated with buffering input rows
 * as required by the downsampler. See the comments at the head of
 * jcsample.c for the downsampler's needs.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcprepct.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 jparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jtrans.c for the transcoding case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapimin.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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdpostct.c
No license file was found, but licenses were detected in source scan.

/*
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegint.h
No license file was found, but licenses were detected in source scan.

/*
* jdmrgext.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains code for merged upsampling/color conversion.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmrgext.c
No license file was found, but licenses were detected in source scan.

/ *
* rdtarga.c
 *
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains routines to read input images in Targa format.
 *
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary 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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdtarga.c
No license file was found, but licenses were detected in source scan.

/ *
* transupp.c
 *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/

Found in path(s):
*/
* jddctmgr.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2010 by Guido Vollbeding.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
* 
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
No license file was found, but licenses were detected in source scan.

*/
* jQuery JavaScript Library v1.3.2
* http://jquery.com/
*
* Copyright (c) 2009 John Resig
* Dual licensed under the MIT and GPL licenses.
* http://docs.jquery.com/License
*
* Date: 2009-02-19 17:34:21 -0500 (Thu, 19 Feb 2009)
* Revision: 6246
*/

*/
* Sizzle CSS Selector Engine - v0.9.3
* Copyright 2009, The Dojo Foundation
* Released under the MIT, BSD, and GPL Licenses.
* More information: http://sizzlejs.com/
*/
*/
* jQuery UI 1.7.2
*
* Copyright (c) 2009 AUTHORS.txt (http://jqueryui.com/about)
* Dual licensed under the MIT (MIT-LICENSE.txt)
* and GPL (GPL-LICENSE.txt) licenses.
* 
* http://docs.jquery.com/UI
*/
/**
* jQuery.ScrollTo - Easy element scrolling using jQuery.
* Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
* Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
* Date: 2/8/2008
* @author Ariel Flesler
* @version 1.3.2
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/jquery.js
No license file was found, but licenses were detected in source scan.

/*
* jcoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the coefficient buffer controller for compression.
* This controller is the top level of the JPEG compressor proper.
* The coefficient buffer lies between forward-DCT and entropy encoding steps.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcoefct.c
No license file was found, but licenses were detected in source scan.

/ *
* jerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 

* This file defines the error and message codes for the JPEG library.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
* A set of error-reporting macros are defined too. Some applications using
* the JPEG library may wish to include this file to get the error codes
* and/or the macros.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.h

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

/*
 * rdcolmap.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file implements djpeg's "-map file" switch. It reads a source image
 * and constructs a colormap to be supplied to the JPEG decompressor.
 *
 * Currently, these file formats are supported for the map file:
 * GIF: the contents of the GIF's global colormap are used.
 * PPM (either text or raw flavor): the entire file is read and
 * each unique pixel value is entered in the map.
 * Note that reading a large PPM file will be horrendously slow.
 * Typically, a PPM-format map file should contain just one pixel
 * of each desired color. Such a file can be extracted from an
 * ordinary image PPM file with ppmtomap(1).
 *
 * Rescaling a PPM that has a maxval unequal to MAXISAMPLE is not
 * currently implemented.
 */

/* Portions of this code are based on the PBMPPLUS library, which is:
 **
 ** Copyright (C) 1988 by Jef Poskanzer.
 **
 ** Permission to use, copy, modify, and distribute this software and its
 ** documentation for any purpose and without fee is hereby granted, provided
 ** that the above copyright notice appear in all copies and that both that
 ** copyright notice and this permission notice appear in supporting
 ** documentation. This software is provided "as is" without express or
 ** implied warranty.
 */

Found in path(s):
*/
* jdcoeft.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
*
* In buffered-image mode, this controller is the interface between
* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcoeft.c
No license file was found, but licenses were detected in source scan.

/*
* jcomapi.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface routines that are used for both
* compression and decompression.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcomapi.c
No license file was found, but licenses were detected in source scan.

/*
* djpeg.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
*/
* Modifications:
* Copyright (C) 2010-2011, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.

* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options] inputfile outputfile
* djpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* djpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmorecfg.h
No license file was found, but licenses were detected in source scan.

{
\rtf1ansi\ansicpg1252\cocoartf1038\cocoasubrtf360
{\fonttbl\f0\fswiss\fcharset0 Helvetica;}
}
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

/*
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains the main buffer controller for compression.
 * The main buffer lies between the pre-processor and the JPEG compressor proper; it holds downsampled data in the JPEG colorspace.
 */

/*
 * jcmainct.c
 *
 * jcmainct.c
 */

/*
 * jcarith.c
 */
* Developed 1997-2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy encoding routines for JPEG
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
  * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c

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

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).
*/

/* Portions of this code are based on the PBMPLUS library, which is:
 **
 ** Copyright (C) 1988 by Jef Poskanzer.
 **
 ** Permission to use, copy, modify, and distribute this software and its
 ** documentation for any purpose and without fee is hereby granted, provided
 ** that the above copyright notice appear in all copies and that both that
 ** copyright notice and this permission notice appear in supporting
 ** documentation. This software is provided "as is" without express or
 ** implied warranty.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdppm.c
No license file was found, but licenses were detected in source scan.

/*! 
 * jcphuff.c 
 *
 * Copyright (C) 1995-1997, Thomas G. Lane. 
 * This file is part of the Independent JPEG Group's software. 
 * For conditions of distribution and use, see the accompanying README file. 
 * 
 * This file contains Huffman entropy encoding routines for progressive JPEG. 
 * 
 * We do not support output suspension in this module, since the library 
 * currently does not allow multiple-scan files to be written with output 
 * suspension. 
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcphuff.c
No license file was found, but licenses were detected in source scan.

/*! 
 * jmemsys.h 
 *
 * Copyright (C) 1992-1997, Thomas G. Lane. 
 * This file is part of the Independent JPEG Group's software. 
 * For conditions of distribution and use, see the accompanying README file. 
 * 
 * This include file defines the interface between the system-independent 
 * and system-dependent portions of the JPEG memory manager. No other 
 * modules need include it. (The system-independent portion is jmemmgr.c; 
 * there are several different versions of the system-dependent portion.) 
 * 
 * This file works as-is for the system-dependent memory managers supplied 
 * in the IJG distribution. You may need to modify it if you write a 
 * custom memory manager. If system-dependent changes are needed in 
 * this file, the best method is to #ifdef them based on a configuration 
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR 
 * and USE_MAC_MEMMGR. 
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemsys.h
No license file was found, but licenses were detected in source scan.

/*
  * jidctint.c
  *
  * Copyright (C) 1991-1998, Thomas G. Lane.
  * Modification developed 2002-2009 by Guido Vollbeding.
  * This file is part of the Independent JPEG Group's software.
  * For conditions of distribution and use, see the accompanying README file.
  *
  * This file contains a slow-but-accurate integer implementation of the
  * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
  * must also perform dequantization of the input coefficients.
  *
  * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
  * on each row (or vice versa, but it's more convenient to emit a row at
  * a time). Direct algorithms are also available, but they are much more
  * complex and seem not to be any faster when reduced to code.
  *
  * This implementation is based on an algorithm described in
  * C. Loeffler, A. Ligttenberg and G. Moschytz, "Practical Fast 1-D DCT
  * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
  * The primary algorithm described there uses 11 multiplies and 29 adds.
  * We use their alternate method with 12 multiplies and 32 adds.
  * The advantage of this method is that no data path contains more than one
  * multiplication; this allows a very simple and accurate implementation in
  * scaled fixed-point arithmetic, with a minimal number of shifts.
  *
  * We also provide IDCT routines with various output sample block sizes for
  * direct resolution reduction or enlargement without additional resampling:
  * NxN (N=1...16) pixels for one 8x8 input DCT block.
  *
  * For N<8 we simply take the corresponding low-frequency coefficients of
  * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
  * to yield the downscaled outputs.
  * This can be seen as direct low-pass downsampling from the DCT domain
  * point of view rather than the usual spatial domain point of view,
  * yielding significant computational savings and results at least
  * as good as common bilinear (averaging) spatial downsampling.
  *
  * For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
  * lower frequencies and higher frequencies assumed to be zero.
  * It turns out that the computational effort is similar to the 8x8 IDCT
  * regarding the output size.
  * Furthermore, the scaling and descaling is the same for all IDCT sizes.
  *
  * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemnobs.c
 *
 * Copyright (C) 1992-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file provides a really simple implementation of the system-dependent portion of the JPEG memory manager. This implementation assumes that no backing-store files are needed: all required space can be obtained from malloc().
 * This is very portable in the sense that it'll compile on almost anything, but you'd better have lots of main memory (or virtual memory) if you want to process big images.
 * Note that the max_memory_to_use option is ignored by this implementation.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*
 * cjpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains a command-line user interface for the JPEG compressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 * Two different command line styles are permitted, depending on the compile-time switch TWO_FILE_COMMANDLINE:
 * 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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cjpeg.c
No license file was found, but licenses were detected in source scan.

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reasons for developing this free software was to help force convergence on

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README
No license file was found, but licenses were detected in source scan.

/ *

* jsimd.h
*

* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* *
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd.h
No license file was found, but licenses were detected in source scan.

/ *

* jdatasrc.c
*

* This file was part of the Independent JPEG Group's software:
Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

This file contains decompression data source routines for the case of
reading JPEG data from memory or from a file (or any stdio stream).
While these routines are sufficient for most applications,
some will want to use a different source manager.
IMPORTANT: we assume that fread() will correctly transcribe an array of
JOCTETs from 8-bit-wide elements on external storage. If char is wider
than 8 bits on your machine, you may need to do some tweaking.
*/

found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc.c

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

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a slow-but-accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
*/

found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jutils.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains tables and miscellaneous utility routines needed
 * for both compression and decompression.
 * Note we prefix all global names with "j" to minimize conflicts with
 * a surrounding application.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jutils.c

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

/*
 * jdhuff.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for Huffman entropy decoding routines
 * that are shared between the sequential decoder (jdhuff.c) and the
 * progressive decoder (jdphuff.c). No other modules need to see these.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.h

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

/*
 * jdcolor.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2009, 2011-2012, D. R. Commander.
 */
* For conditions of distribution and use, see the accompanying README file.
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolor.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

This file was part of the Independent JPEG Group's software.
It was modified by The libjpeg-turbo Project to include only information relevant to libjpeg-turbo.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an 8x8 group of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampling image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***
The IJG distribution contains two parts:
- A subroutine library for JPEG compression and decompression.
- cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. Hierarchical processes are not supported.

The library does not support the lossless (spatial) JPEG process. Lossless JPEG shares little or no code with lossy JPEG, and would normally be used without the extensive pre- and post-processing provided by this library. We feel that lossless JPEG is better handled by a separate library.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.
*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed data stream 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 (8-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is
advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by 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 8 samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of 8 rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call.
For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

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

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Entropy decoding
    |-- Coefficient controller --|
```
As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly
sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.
As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.
No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

- typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
- typedef JSAMPLE *JSAMPROW; ptr to a row of samples
- typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
- typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:
- Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
- Indexing doesn't require multiplication; this is a performance win on many machines.
- Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently.
because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```c
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```c
typedef short JCOEF; /* a 16-bit signed integer */
typedef JCOEF JBLOCK[DCTSIZE2]; /* an 8x8 block of coefficients */
typedef JBLOCK *JBLOCKROW; /* ptr to one horizontal row of 8x8 blocks */
typedef JBLOCKROW *JBLOCKARRAY; /* ptr to a list of such rows */
typedef JBLOCKARRAY *JBLOCKIMAGE; /* ptr to a list of color component arrays */
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 blocks, corresponding to eight rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.
On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are
specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and
it speeds up operations whenever malloc/free are slow (as they often are).
The pools can be regarded as lifetime identifiers for objects. Two
pools/lifetimes are defined:
  * JPOOL_PERMANENT lasts until master record is destroyed
  * JPOOL_IMAGE lasts until done with image (JPEG datastream)
Permanent lifetime is used for parameters and tables that should be carried
across from one datastream to another; this includes all application-visible
parameters. Image lifetime is used for everything else. (A third lifetime,
JPOOL_PASS = one processing pass, was originally planned. However it was
dropped as not being worthwhile. The actual usage patterns are such that the
peak memory usage would be about the same anyway; and having per-pass storage
substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on
   image size. Semantically they behave the same as small objects, but we
distinguish them for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers,
     small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects.
   Note that individual "large" objects cannot exceed the size allowed by
   type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs
   (typically large enough for the entire image being processed). The
   memory manager provides stripwise access to these arrays. On machines
   without virtual memory, the rest of the array may be swapped out to a
temporary file.

(One: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large
objects for the data proper and small objects for the row pointers. For
convenience and speed, the memory manager provides single routines to create
these structures. Similarly, virtual arrays include a small control block
and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image
lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is
not very useful since a virtual array's raison d'etre is to store data for
multiple passes through the image.) We also expect that only "small" objects
will be given permanent lifespan, though this restriction is not required by
the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by
making the in-memory buffers for virtual arrays be as large as possible.
(For small images, the buffers might fit entirely in memory, so blind
swapping would be very wasteful.) The memory manager will adjust the height
of the buffers to fit within a prespecified maximum memory usage. In order
to do this in a reasonably optimal fashion, the manager needs to allocate all
of the virtual arrays at once. Therefore, there isn’t a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don’t bother to factor in the space needed for small objects, on the grounds that it isn’t worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.
   The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.
Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefct.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code
likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance).
In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.
We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/structure.txt
No license file was found, but licenses were detected in source scan.

/*
 * jcparam.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcparam.c
No license file was found, but licenses were detected in source scan.

/*
 * jquant1.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, D. R. Commander
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant1.c
No license file was found, but licenses were detected in source scan.

/ *
 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that inserts
* user-supplied text as a COM (comment) marker in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
 * making an initialization call to each one.
 *
 * Logically, this code belongs in jcmaster.c. It's split out because
 * linking this routine implies linking the entire compression library.
 * For a transcoding-only application, we want to be able to use jcmaster.c
 * without linking in the whole library.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcinit.c
No license file was found, but licenses were detected in source scan.

/*
 * cdjpeg.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains common support routines used by the IJG application
 * programs (cjpeg, djpeg, jpegtran).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
/*
 * jfdctflt.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * This implementation should be more accurate than either of the integer
 * DCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with a fixed-point
 * implementation, accuracy is lost due to imprecise representation of the
 * scaled quantization values. However, that problem does not arise if
 * we use floating point arithmetic.
 */

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctflt.c

/*
 * jdmaster.c
 *
 * This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand- archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jquant2.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
*
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand- archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant2.c
No license file was found, but licenses were detected in source scan.

/*
* jdhuff.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains Huffman entropy decoding routines.
*
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.c
No license file was found, but licenses were detected in source scan.

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}  

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/License.rtf
No license file was found, but licenses were detected in source scan.

; jsimdext.inc - common declarations
;
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; Copyright 2010 D. R. Commander
;
; Based on
; x86 SIMD extension for IJG JPEG library - version 1.02
;
; Copyright (C) 1999-2006, MIYASAKA Masaru.
;
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;
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; 1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
; 2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
; 3. This notice may not be removed or altered from any source distribution.
;
; [TAB8]

;=====================================================================

; System-dependent configurations

%ifdef WIN32	; ----(nasm -fwin32 -DWIN32 ...)--------
; * Microsoft Visual C++
; * MinGW (Minimalist GNU for Windows)
; * CygWin
; * LCC-Win32

; -- segment definition --
;
%ifdef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
%else
%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .rdata align=16 public use32 class=CONST
%endif

%elifdef WIN64; ----(nasm -fwin64 -DWIN64 ...)--------
; * Microsoft Visual C++

; -- segment definition --
;
%ifdef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
%else
%define SEG_TEXT .text align=16 public use64 class=CODE
%define SEG_CONST .rdata align=16 public use64 class=CONST
%endif
%define EXTN(name) name			; foo() -> foo

%elifdef OBJ32; ----(nasm -fobj -DOBJ32 ...)---------
; * Borland C++ (Win32)

; -- segment definition --
;
%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .data align=16 public use32 class=DATA

%elifdef ELF; ----(nasm -felf[64] -DELF ...)-----------
; * Linux
; * *BSD family Unix using elf format
; * Unix System V, including Solaris x86, UnixWare and SCO Unix

; mark stack as non-executable
section .note.GNU-stack noalloc noexec nowrite progbits

; -- segment definition --
;
%ifdef __x86_64__
%define SEG_TEXT .text progbits align=16
%define SEG_CONST .rodata progbits align=16
%else

%endif

%endif

%endif
%define SEG_TEXT .text progbits alloc exec nowrite align=16
%define SEG_CONST .rodata progbits alloc noexec nowrite align=16
%endif

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; ELF supports PIC
%define EXTN(name) name		; foo() -> foo

%elifdef AOUT; ----(nasm -faout/aout -DAOUT ...)----
; * Older Linux using a.out format (nasm -faout -DAOUT ...)
; * *BSD family Unix using a.out format (nasm -faoutb -DAOUT ...)

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; BSD-style a.out supports PIC

%elifdef MACHO; ----(nasm -fmacho -DMACHO ...)--------
; * NeXTstep/OpenStep/Rhapsody/Darwin/MacOS X (Mach-O format)

; -- segment definition --
;
%define SEG_TEXT .text ;align=16; nasm doesn't accept align=16. why?
%define SEG_CONST .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.
;
%define PIC
%define GOT_SYMBOL __MACHO_PIC__; Mach-O style code-relative addressing

%else; ----(Other case)----------------------

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

%endif; ---------------------------------------------------------------

; ==============================================================

; ==============================================================

; Common types
%ifdef __x86_64__
%define POINTER qword ; general pointer type
%define SIZEOF_POINTER SIZEOF_QWORD ; sizeof(POINTER)
%define POINTER_BIT QWORD_BIT ; sizeof(POINTER)*BYTE_BIT
%else
%define POINTER dword ; general pointer type
%define SIZEOF_POINTER SIZEOF_DWORD ; sizeof(POINTER)
%define POINTER_BIT DWORD_BIT ; sizeof(POINTER)*BYTE_BIT
%endif

%define INT dword ; signed integer type
%define SIZEOF_INT SIZEOF_DWORD ; sizeof(INT)
%define INT_BIT DWORD_BIT ; sizeof(INT)*BYTE_BIT

%define FP32 dword ; IEEE754 single
%define SIZEOF_FP32 SIZEOF_DWORD ; sizeof(FP32)
%define FP32_BIT DWORD_BIT ; sizeof(FP32)*BYTE_BIT

%define MMWORD qword ; int64 (MMX register)
%define SIZEOF_MMWORD SIZEOF_QWORD ; sizeof(MMWORD)
%define MMWORD_BIT QWORD_BIT ; sizeof(MMWORD)*BYTE_BIT

; NASM is buggy and doesn't properly handle operand sizes for SSE
; instructions, so for now we have to define XMMWORD as blank.
%define XMMWORD         ; int128 (SSE register)
%define SIZEOF_XMMWORD SIZEOF_QWORD ; sizeof(XMMWORD)
%define XMMWORD_BIT QWORD_BIT ; sizeof(XMMWORD)*BYTE_BIT

; Similar hacks for when we load a dword or MMWORD into an xmm# register
%define XMM_DWORD
%define XMM_MMWORD

%define SIZEOF_BYTE 1 ; sizeof(BYTE)
%define SIZEOF_WORD 2 ; sizeof(WORD)
%define SIZEOF_DWORD 4 ; sizeof(DWORD)
%define SIZEOF_QWORD 8 ; sizeof(QWORD)
%define SIZEOF_OWORD 16 ; sizeof(OWORD)

%define BYTE_BIT 8 ; CHAR_BIT in C
%define WORD_BIT 16 ; sizeof(WORD)*BYTE_BIT
%define DWORD_BIT 32 ; sizeof(DWORD)*BYTE_BIT
%define QWORD_BIT 64 ; sizeof(QWORD)*BYTE_BIT
%define OWORD_BIT 128 ; sizeof(OWORD)*BYTE_BIT

; --------------------------------------------------------------------------------------
; External Symbol Name
ifndef EXTN

#define EXTN(name)   _ %+ name		; foo() -> _foo

endif

; Macros for position-independent code (PIC) support
;
 ifndef GOT_SYMBOL
 undef PIC
 endif

 ifndef PIC ; -----------------------------

 ifndef GOT_SYMBOL,_MACHO_PIC_ ; -------------------

 ; At present, nasm doesn't seem to support PIC generation for Mach-O.
 ; The PIC support code below is a little tricky.

SECTIONSEG_CONST
const_base:

#define GOTOFF(got,sym) (got) + (sym) - const_base

%imacro get_GOT

; NOTE: this macro destroys ecx register.
 call%%%geteip
 addecx, byte (%%ref - $)
 jmpshort %%adjust

%%%geteip:
 mov ecx, POINTER [esp]
 ret

%%%adjust:
 push ebp
 xorebp,ebp; ebp = 0
 %ifidni %1,ebx; (%1 == ebx)
    db 0x8D,0x9C + jmp near const_base =
    lea ebx, [ecx+ebp*8+(const Base-%%ref)] ; 8D,9C,E9,(offset32)
    db0x8D,0x9C; 8D,9C
  jmpnear const Base; E9,(const Base-%%ref)

%%%ref:
  %else ; (%1 != ebx)
  ; db 0x8D,0x8C + jmp near const_base =
  ; lea ecx, [ecx+ebp*8+(const Base-%%ref)] ; 8D,8C,E9,(offset32)
  ; db0x8D,0x8C; 8D,8C
  jmpnear const Base; E9,(const Base-%%ref)

  %=ref:mov%1, ecx
  %endif ; (%1 == ebx)
popebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ----------------

%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff

%imacro get_GOT1
extern GOT_SYMBOL
call %geteip
add %1, GOT_SYMBOL + $$ - $ wrt ..gotpc
jmpshort %done
%geteip:
mov %1, POINTER [esp]
ret
%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ----------------

%imacro pushpic1.nolist
push %1
%endmacro
%imacro poppic1.nolist
pop %1
%endmacro
%imacro movpic2.nolist
mov %1, %2
%endmacro

%else; !PIC -------------------------------

%define GOTOFF(got,sym) (sym)

%imacro get_GOT1.nolist
%endmacro
%imacro pushpic1.nolist
%endmacro
%imacro poppic1.nolist
%endmacro
%imacro movpic2.nolist
%endmacro

%endif; PIC -------------------------------

; --------------------------------------------------------------------------
; Align the next instruction on \{2,4,8,16,..\}-byte boundary.
; ".balign n,,m" in GNU as
;
%define MSKLE(x,y) (~(((y) & 0xFFFF) - ((x) & 0xFFFF)) >> 16)
%define FILLB(b,n) (($$-(b)) & ((n)-1))

%imacro alignx 1-2.nolist 0xFFFF
%%bs:	times MSKLE(FILLB(%%bs,%1),%2) & MSKLE(16,FILLB(%%bs,%1)) & FILLB(%%bs,%1) \ 
  db 0x90 ; nop 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)9 \ 
  db 0x8D,0x9C,0x23,0x00,0x00,0x00,0x00 ; lea ebx,[ebx+0x00000000] 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)7 \ 
  db 0x8D,0xAC,0x25,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000] 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)6 \ 
  db 0x8D,0xAD,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000] 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)4 \ 
  db 0x8D,0x6C,0x25,0x00 ; lea ebp,[ebp+0x00] 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)3 \ 
  db 0x8D,0x6D,0x00 ; lea ebp,[ebp+0x00] 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)2 \ 
  db 0x8B,0xED ; mov ebp,ebp 
times MSKLE(FILLB(%%bs,%1),%2) & FILLB(S,%1)1 \ 
  db 0x90 ; nop 
%endmacro

; Align the next data on {2,4,8,16...}-byte boundary.
;
%imacro alignz 1.nolist
align %1, db 0; filling zeros
%endmacro

%ifdef __x86_64__
%ifdef WIN64

%imacro collect_args 0
push r12
push r13
push r14
push r15
mov r10, rcx
mov r11, rdx
mov r12, r8
mov r13, r9
mov r14, [rax+48]
mov r15, [rax+56]
push rsi
push rdi
sub rsp, SIZEOF_XMMWORD
movaps XMMWORD [rsp], xmm6
sub rsp, SIZEOF_XMMWORD

%endif
%endif

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right image - kafka-connect 2539
movaps  XMMWORD [rsp], xmm7
%endmacro

%imacro uncollect_args 0
movaps  xmm7, XMMWORD [rsp]
add     rsp, SIZEOF_XMMWORD
movaps  xmm6, XMMWORD [rsp]
add     rsp, SIZEOF_XMMWORD
pop rdi
pop rsi
pop r15
pop r14
pop r13
pop r12
%endmacro

%else

%imacro collect_args 0
push r10
push r11
push r12
push r13
push r14
push r15
mov r10, rdi
mov r11, rsi
mov r12, rdx
mov r13, rcx
mov r14, r8
mov r15, r9
%endmacro

%imacro uncollect_args 0
pop r15
pop r14
pop r13
pop r12
pop r11
pop r10
%endmacro

%endif

%endif

; --------------------------------------------------------------------------
;  Defines picked up from the C headers
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-
1.2.90/simd/jsimdext.inc
No license file was found, but licenses were detected in source scan.

/ *
* jchuff.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains declarations for Huffman entropy encoding routines
* that are shared between the sequential encoder (jchuff.c) and the
* progressive encoder (jcphuff.c). No other modules need to see these.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.h
No license file was found, but licenses were detected in source scan.

/ *
* jdapimin.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-decompression case or the
* transcoding-only case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapimin.c
No license file was found, but licenses were detected in source scan.

/*
 * jpegtran.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpeg.c, and partly to djpeg.c, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegtran.c
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/search/search.js
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modified 2009-2012 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
/*
 *
* rdrle.c
 *
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains routines to read input images in Utah RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
* 
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
* 
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
 *
* rdbmp.c
 *
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* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2010 by Guido Vollbeding.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-bit and 24-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
* Also, we don't support RLE-compressed files.
*/
* These routines may need modification for non-Unix environments or
  specialized applications. As they stand, they assume input from
  an ordinary stdin stream. They further assume that reading begins
  at the start of the file; start_input may need work if the
  user interface has already read some data (e.g., to determine that
  the file is indeed BMP format).
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdbmp.c
No license file was found, but licenses were detected in source scan.

/**
 * jccolor.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2009-2012, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/**
 * rdjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a very simple stand-alone application that displays
 * the text in COM (comment) markers in a JFIF file.
 * This may be useful as an example of the minimum logic needed to parse
 * JPEG markers.
 */
No license file was found, but licenses were detected in source scan.

License: IJG

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

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file documents the configuration options that are required to
 * customize the JPEG software for a particular system.
 *
 * The actual configuration options for a particular installation are stored
 * in jconfig.h. On many machines, jconfig.h can be generated automatically
 * or copied from one of the "canned" jconfig files that we supply. But if
 * you need to generate a jconfig.h file by hand, this file tells you how.
 *
 * DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
 * EDIT A COPY NAMED JCONFIG.H.
 */

/*
 * These symbols indicate the properties of your machine or compiler.
 * #define the symbol if yes, #undef it if no.
 */

/* Does your compiler support function prototypes?  
 * (If not, you also need to use ansi2knr, see install.txt) 
 */
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char"? 
 * How about "unsigned short"? 
 */
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT
/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES
/* Although a real ANSI C compiler can deal perfectly well with pointers to unspecified structures (see "incomplete types" in the spec), a few pre-ANSI and pseudo-ANSI compilers get confused. To keep one of these bozos happy, define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you actually get "missing structure definition" warnings or errors while compiling the JPEG code. */
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not int, on Windows systems. */
#ifdef _WIN32
#ifndef __RPCNDR_H__	/* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#define HAVE_BOOLEAN	/* prevent jmorecfg.h from redefining it */
#endif

/* The following options affect code selection within the JPEG library, but they don't need to be visible to applications using the library. To minimize application namespace pollution, the symbols won't be defined unless JPEG_INTERNALS has been defined. */
#ifdef JPEG_INTERNALS
/* Define this if your compiler implements ">>" on signed values as a logical (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift, which is the normal and rational definition. */
#undef RIGHT_SHIFT_IS_UNSIGNED
#endif /* JPEG_INTERNALS */

/* The remaining options do not affect the JPEG library proper, but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c). Other applications can ignore these. */
#ifdef JPEG_CJPEG_DJPEG
/* These defines indicate which image (non-JPEG) file formats are allowed. */

* This file defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jerror.h if they want to know the exact error codes.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpeglib.h
No license file was found, but licenses were detected in source scan.

/*
 * jversion.h
 *
* This file was part of the Independent JPEG Group's software:
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* Modifications:
* Copyright (C) 2010, 2012-2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains software version identification.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jversion.h
No license file was found, but licenses were detected in source scan.

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# - Redistributions of source code must retain the above copyright notice,
#   this list of conditions and the following disclaimer.
# - Redistributions in binary form must reproduce the above copyright notice,
#   this list of conditions and the following disclaimer in the documentation
# - Neither the name of the libjpeg-turbo Project nor the names of its
#   software without specific prior written permission.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/uninstall.in
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

Copyright (C) 1991-1996, Thomas G. Lane.
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

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

```c
#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:

```c
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
4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files — some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/coderules.txt
  No license file was found, but licenses were detected in source scan.

/*
 * jdarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy decoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdarith.c
  No license file was found, but licenses were detected in source scan.

/*
 * jcdctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 */
* Modifications:
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2011 D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jerror.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains simple error-reporting and trace-message routines.
 * These are suitable for Unix-like systems and others where writing to
 * stderr is the right thing to do. Many applications will want to replace
 * some or all of these routines.
 * 
 * If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
 * you get a Windows-specific hack to display error messages in a dialog box.
 * It ain't much, but it beats dropping error messages into the bit bucket,
 * which is what happens to output to stderr under most Windows C compilers.
 * 
 * These routines are used by both the compression and decompression code.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.c
No license file was found, but licenses were detected in source scan.

/*
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 * 
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 *
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* and/or other materials provided with the distribution.
* - Neither the name of the libjpeg-turbo Project nor the names of its
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* 
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* POSSIBILITY OF SUCH DAMAGE.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransformer.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransform.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/tjutil.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/tjutil.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/jcstest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/bmp.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/bmp.c
No license file was found, but licenses were detected in source scan.

From c51b66ebcace2adec0cfbe42d25cb418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP

... in which one or more of the color indices is out of range for the
number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's
JERR_PPM_OUTOFRANGE enum value in lieu of our project-specific
JERR_PPM_TOOLARGE enum value.

Fixes #258

---
cderror.h | 5 +++--
rdbmp.c   | 7 ++++++-
rddppm.c  | 4 ++--
3 files changed, 11 insertions(+), 5 deletions(-)

diff --git a/cderror.h b/cderror.h
index d69b501..46b0f49 100644
--- a/cderror.h
+++ b/cderror.h
@@ -2,7 +2,7 @@
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
- * Modified 2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* @@ -48,6 +48,7 @@
JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOFRANGE, "Numeric value out of range in BMP file")
JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@
JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
#ifdef PPM_SUPPORTED
JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
JMESSAGE(JERR_PPM_NOT, "Not a PPM/PGM file")
Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect 2556

diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 + * Modified 2011 by Siarhei Siamashka.
 * For conditions of distribution and use, see the accompanying README file.
 @@ -64,6 +64,7 @@
 typedef struct _bmp_source_struct {

+  int cmap_length;          /* colormap length */

 } bmp_source_struct;

@@ -124,6 +125,7 @@
 {
 bmp_source_ptr source = (bmp_source_ptr) sinfo;
 register JSAMPARRAY colormap = source->colormap;
+ int cmaplen = source->cmap_length;
 JSAMPARRAY image_ptr;
 register int t;
 register JSAMPROW inptr, outptr;
@@ -140,6 +142,8 @@
 for (col = cinfo->image_width; col > 0; col--)
 {
 t = GETJSAMPLE(*inptr++);
+    if (t >= cmaplen)
+        ERREXIT(cinfo, JERR_BMP_OUTOFRANGE);
 *outptr++ = colormap[0][t];
 *outptr++ = colormap[1][t];
 *outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@
 source->colormap = (*cinfo->mem->alloc_sarray)
 ((j_common_ptr) cinfo, JPOOL_IMAGE,
 (JDIMENSION) biClrUsed, (JDIMENSION) 3);
+    source->cmap_length = (int)biClrUsed;
/* and read it from the file */
read_colormap(source, (int) biClrUsed, mapentrysize);
/* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@ typedef struct {
   JSAMPROW pixrow; /* FAR pointer to same */
   size_t buffer_width; /* width of I/O buffer */
   JSAMPLE *rescale; /* => maxval-remapping array, or NULL */
-  int maxval;
+  unsigned int maxval;
} ppm_source_struct;

typedef ppm_source_struct * ppm_source_ptr;
@@ -126,7 +126,7 @@ read_pbm_integer (j_compress_ptr cinfo, FILE * infile, int maxval)
 }

 if (val > maxval)
-   ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+   ERREXIT(cinfo, JERR_PPM_OUTOFRANGE);

   return val;
 }
--
2.17.2

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

/*
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
* to fill an integral number of DCT blocks horizontally. The source buffer
* may be modified if it is helpful for this purpose (the source buffer is
* allocated wide enough to correspond to the desired output width).
* The caller (the prep controller) is responsible for vertical padding.
*
* The downsampler may request "context rows" by setting need_context_rows
* during startup. In this case, the input arrays will contain at least
* one row group's worth of pixels above and below the passed-in data;
* the caller will create dummy rows at image top and bottom by replicating
* the first or last real pixel row.
*
* An excellent reference for image resampling is
*
* The downsampling algorithm used here is a simple average of the source
* pixels covered by the output pixel. The hi-falutin sampling literature
* refers to this as a "box filter". In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad. If you intend to use other sampling ratios, you'd be well
* advised to improve this code.
*
* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcsample.c
No license file was found, but licenses were detected in source scan.

Package: __PKGNAME__
Version: __VERSION__-__BUILD__
Section: misc
Priority: optional
Architecture: __ARCH__
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
Description: A SIMD-accelerated JPEG codec that provides both the libjpeg and TurboJPEG APIs
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as...
fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/deb-control.tmpl

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

/*
 * jsimd_x86_64.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * x86_64 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_x86_64.c

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

; jdct.inc - private declarations for forward & reverse DCT subsystems
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

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*******************************************************************************
** License
*******************************************************************************

Most of libjpeg-turbo inherits the non-restrictive, BSD-style license used by
libjpeg (see README.) The TurboJPEG wrapper (both C and Java versions) and
associated test programs bear a similar license, which is reproduced below:

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- Redistributions of source code must retain the above copyright notice,
  this list of conditions and the following disclaimer.
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  this list of conditions and the following disclaimer in the documentation
  and/or other materials provided with the distribution.
- Neither the name of the libjpeg-turbo Project nor the names of its
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LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
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SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, 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.

*******************************************************************************
** Using libjpeg-turbo
*******************************************************************************

libjpeg-turbo includes two APIs that can be used to compress and decompress
JPEG images:

TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below.)

There is no significant performance advantage to either API when both are used to perform similar operations.

================================
Installation Directory
================================

This document assumes that libjpeg-turbo will be installed in the default directory (/opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo{-gcc}[64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

================================
Replacing libjpeg at Run Time
================================

Un*x
----

If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.392s
user 0m0.074s
sys 0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/[lib]:SLD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.109s
user 0m0.029s
sys 0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the
64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with
links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}.
This will effectively accelerate every application that uses the libjpeg
dynamic library on the system.

Windows
-------

If a Windows application is dynamically linked with libjpeg, then you can
replace libjpeg with libjpeg-turbo at run time by backing up the application's
copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its
own local copy of this library) and copying the corresponding DLL from
libjpeg-turbo into the application's install directory. The official
libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses
jpeg7.dll or jpeg8.dll instead, then it will be necessary to build
libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary
packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll).
msvcr90.dll ships with more recent versions of Windows, but users of older
Windows releases can obtain it from the Visual C++ 2008 Redistributable
Package, which is available as a free download from Microsoft's web site.

-- Features of the libjpeg API that require passing a C run-time structure,
such as a file handle, from an application to the library will probably not
work with jpeg62.dll, unless the application is also built to use the Visual
C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and
jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside
the (hidden) application bundle, so it is not possible to globally replace
libjpeg on OS X systems. Replacing the application's version of the libjpeg
dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into
the appropriate place in the application bundle and using install_name_tool to
repoint the libjpeg-turbo dylib to its new directory. This requires an
advanced knowledge of OS X and would not survive an upgrade or a re-install of the application. Thus, it is not recommended for most users.

========================================
Using libjpeg-turbo in Your Own Programs
========================================

For the most part, libjpeg-turbo should work identically to libjpeg, so in most cases, an application can be built against libjpeg and then run against libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo instead of libjpeg by setting

```shell
CPATH=/opt/libjpeg-turbo/include
and
LIBRARY_PATH=/opt/libjpeg-turbo/{lib}
```

({lib} = lib32 or lib64, depending on whether you are building a 32-bit or a 64-bit application.)

If using MinGW, then set

```shell
CPATH=/c/libjpeg-turbo-gcc[64]/include
and
LIBRARY_PATH=/c/libjpeg-turbo-gcc[64]/lib
```

Building against libjpeg-turbo is useful, for instance, if you want to build an application that leverages the libjpeg-turbo colorspace extensions (see below.) On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create appropriate symlinks to use libjpeg-turbo at run time. On such systems, you can pass `-R /opt/libjpeg-turbo/{lib}` to the linker to force the use of libjpeg-turbo at run time rather than libjpeg (also useful if you want to leverage the colorspace extensions), or you can link against the libjpeg-turbo static library.

To force a Un*x or MinGW application to link against the static version of libjpeg-turbo, you can use the following linker options:

```shell
-Wl,-Bstatic -ljpeg -Wl,-Bdynamic
```

On OS X, simply add `/opt/libjpeg-turbo/lib/libjpeg.a` to the linker command line.

To build Visual C++ applications using libjpeg-turbo, add `c:\libjpeg-turbo[64]\include` to the system or user INCLUDE environment variable and `c:\libjpeg-turbo[64]\lib` to the system or user LIB environment variable, and then link against either jpeg.lib (to use the DLL version of libjpeg-turbo) or jpeg-static.lib (to use the static version of libjpeg-turbo.)
libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

JCS_EXT_RGB  /* red/green/blue */
JCS_EXT_RGBX /* red/green/blue/x */
JCS_EXT_BGR  /* blue/green/red */
JCS_EXT_BGRX /* blue/green/red/x */
JCS_EXT_XBGR /* x/blue/green/red */
JCS_EXT_XRGB /* x/red/green/blue */
JCS_EXT_RGBA /* red/green/blue/alpha */
JCS_EXT_BGRA /* blue/green/red/alpha */
JCS_EXT_ABGR /* alpha/blue/green/red */
JCS_EXT_ARGB /* alpha/red/green/blue */

Setting cinfo.in_color_space (compression) or cinfo.out_color_space (decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation that does not support them will result in a “Bogus input colorspace” error. Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS_EXT_RGBA, JCS_EXT_BGRA, JCS_EXT_ABGR, or JCS_EXT_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```
#ifdef JCS_ALPHA_EXTENSIONS
```

jcstest.c, located in the libjpeg-turbo source tree, demonstrates how to check...
for the existence of the colorspace extensions at compile time and run time.

 libjpeg v7 and v8 API/ABI Emulation

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are still not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. libjpeg-turbo does not claim to support all of the libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)

By passing an argument of --with-jpeg7 or --with-jpeg8 to configure, or an argument of -DWITH_JPEG7=1 or -DWITH_JPEG8=1 to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:

Fully supported:

-- libjpeg: IDCT scaling extensions in decompressor
libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only 1/4 and 1/2 are SIMD-accelerated.)

-- libjpeg: arithmetic coding

-- libjpeg: In-memory source and destination managers
See notes below.

-- cjpeg: Separate quality settings for luminance and chrominance
Note that the libjpeg v7+ API was extended to accommodate this feature only for convenience purposes. It has always been possible to implement this feature with libjpeg v6b (see rdswitch.c for an example.)
-- cjpeg: 32-bit BMP support

-- cjpeg: -rgb option

-- jpegtran: lossless cropping

-- jpegtran: -perfect option

-- jpegtran: forcing width/height when performing lossless crop

-- rdjpgcom: -raw option

-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the usefulness of DCT scaling as a means of data reduction and SmartScale as a means of quality improvement. The reader is invited to peruse the research at http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions, but it is the general belief of our project that these features have not demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor
cinfo.scale_num and cinfo.scale_denom are silently ignored.
There is no technical reason why DCT scaling could not be supported when emulating the libjpeg v7+ API/ABI, but without the SmartScale extension (see below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and 8/9 would be available, which is of limited usefulness.

-- libjpeg: SmartScale
cinfo.block_size is silently ignored.
SmartScale is an extension to the JPEG format that allows for DCT block sizes other than 8x8. Providing support for this new format would be feasible (particularly without full acceleration.) However, until/unless the format becomes either an official industry standard or, at minimum, an accepted solution in the community, we are hesitant to implement it, as there is no sense of whether or how it might change in the future. It is our belief that SmartScale has not demonstrated sufficient usefulness as a lossless format nor as a means of quality enhancement, and thus, our primary interest in providing this feature would be as a means of supporting additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor
cinfo.do_fancy_downsampling is silently ignored.
This requires the DCT scaling feature, which is not supported.
-- jpegtran: Scaling
   This requires both the DCT scaling and SmartScale features, which are not supported.

-- Lossless RGB JPEG files
   This requires the SmartScale feature, which is not supported.

What About libjpeg v9?
------------------------

libjpeg v9 introduced yet another field to the JPEG compression structure (color_transform), thus making the ABI backward incompatible with that of libjpeg v8. This new field was introduced solely for the purpose of supporting lossless SmartScale encoding. Further, there was actually no reason to extend the API in this manner, as the color transform could have just as easily been activated by way of a new JPEG colorspace constant, thus preserving backward ABI compatibility.

Our research (see link above) has shown that lossless SmartScale does not generally accomplish anything that can't already be accomplished better with existing, standard lossless formats. Thus, at this time, it is our belief that there is not sufficient technical justification for software to upgrade from libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification for us to emulate the libjpeg v9 ABI.

=====================================  
In-Memory Source/Destination Managers  
=====================================  

By default, libjpeg-turbo 1.3 and later includes the jpeg_mem_src() and jpeg_mem_dest() functions, even when not emulating the libjpeg v8 API/ABI. Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8 API/ABI emulation in order to use the in-memory source/destination managers, but several projects requested that those functions be included when emulating the libjpeg v6b API/ABI as well. This allows the use of those functions by programs that need them without breaking ABI compatibility for programs that don't, and it allows those functions to be provided in the "official" libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg v6b or v7 API can pass an argument of --without-mem-srcdst to configure or an argument of -DWITH_MEM_SRCDST=0 to CMakr prior to building libjpeg-turbo. This will restore the pre-1.3 behavior, in which jpeg_mem_src() and jpeg_mem_dest() are only included when emulating the libjpeg v8 API/ABI.

On Un*x systems, including the in-memory source/destination managers changes the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.
Note that, on most Unix systems, the dynamic linker will not look for a function in a library until that function is actually used. Thus, if a program is built against libjpeg-turbo 1.3+ and uses jpeg_mem_src() or jpeg_mem_dest(), that program will not fail if run against an older version of libjpeg-turbo or against libjpeg v7- until the program actually tries to call jpeg_mem_src() or jpeg_mem_dest(). Such is not the case on Windows. If a program is built against the libjpeg-turbo 1.3+ DLL and uses jpeg_mem_src() or jpeg_mem_dest(), then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both cjpeg and djpeg have been extended to allow testing the in-memory source/destination manager functions. See their respective man pages for more details.

*******************************************************************************
**     Mathematical Compatibility
*******************************************************************************

For the most part, libjpeg-turbo should produce identical output to libjpeg v6b. The one exception to this is when using the floating point DCT/IDCT, in which case the outputs of libjpeg v6b and libjpeg-turbo are not guaranteed to be identical (the accuracy of the floating point DCT/IDCT is constant when using libjpeg-turbo's SIMD extensions, but otherwise, it can depend heavily on the compiler and compiler settings.)

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it is still using the same algorithms as libjpeg v6b, so there are several specific cases in which libjpeg-turbo cannot be expected to produce the same output as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg v8 implements those scaling algorithms a bit differently than libjpeg v6b does, and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this with its DCT/IDCT scaling algorithms rather than with a separate downsampling/upsampling algorithm.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy" or "non-smooth") chrominance upsampling, because libjpeg v8 does not support merged upsampling with scaling factors > 1.
Performance Pitfalls

Restart Markers

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers in a way that makes the rest of the libjpeg infrastructure happy, so it is necessary to use the slow Huffman decoder when decompressing a JPEG image that has restart markers. This can cause the decompression performance to drop by as much as 20%, but the performance will still be much greater than that of libjpeg. Many consumer packages, such as PhotoShop, use restart markers when generating JPEG images, so images generated by those programs will experience this issue.

Fast Integer Forward DCT at High Quality Levels

The algorithm used by the SIMD-accelerated quantization function cannot produce correct results whenever the fast integer forward DCT is used along with a JPEG quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization function in those cases. This causes performance to drop by as much as 40%. It is therefore strongly advised that you use the slow integer forward DCT whenever encoding images with a JPEG quality of 98 or higher.

```
/*
 * jdtrans.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 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.
 */
```

No license file was found, but licenses were detected in source scan.
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdtrans.c
No license file was found, but licenses were detected in source scan.

/ *
* jdphuff.c
* 
* Copyright (C) 1995-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains Huffman entropy decoding routines for progressive JPEG.
* 
* 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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdphuff.c
No license file was found, but licenses were detected in source scan.

/ *
* jcmaster.c
* 
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains master control logic for the JPEG compressor.
* These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmaster.c
No license file was found, but licenses were detected in source scan.

/ *
* wrbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in Microsoft "BMP"
* format (MS Windows 3.x and OS/2 1.x flavors).
* Either 8-bit color-mapped 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 stdout stream.
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.srcrpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/wrbmp.c
No license file was found, but licenses were detected in source scan.

/*
* jcapistd.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 application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.srcrpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.h
*
* Copyright (C) 1997-2011, 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):

/Found in path(s):

jaricom.c

Developed 1997-2009 by Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file contains probability estimation tables for common use in arithmetic entropy encoding and decoding routines.

This data represents Table D.2 in the JPEG spec (ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81) and Table 24 in the JBIG spec (ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82).

Found in path(s):

jpegcomp.h

Copyright (C) 2010, D. R. Commander

For conditions of distribution and use, see the accompanying README file.

JPEG compatibility macros

These declarations are considered internal to the JPEG library; most applications using the library shouldn't need to include this file.
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdepcomp.h
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolext.c
No license file was found, but licenses were detected in source scan.

/*
 * jccolext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2012, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolext.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2012 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
* cerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the error and message codes for the cjpeg/djpeg
* applications. These strings are not needed as part of the JPEG library
* proper.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cerror.h
No license file was found, but licenses were detected in source scan.

1.2.90 (1.3 beta1)
==================

[1] Added support for additional scaling factors (3/8, 5/8, 3/4, 7/8, 9/8, 5/4,
11/8, 3/2, 13/8, 7/4, 15/8, and 2) when decompressing. Note that the IDCT will
not be SIMD-accelerated when using any of these new scaling factors.

[2] The TurboJPEG dynamic library is now versioned. It was not strictly necessary to do so, because TurboJPEG uses versioned symbols, and if a function changes in an ABI-incompatible way, that function is renamed and a legacy function is provided to maintain backward compatibility. However, certain Linux distro maintainers will blindly reject any library that is not versioned, so this was an attempt to make them happy.

[3] Extended the TurboJPEG Java API so that it can be used to compress a JPEG image from and decompress a JPEG image to an arbitrary position in a large image buffer.

[4] The tjDecompressToYUV() function now supports the TJFLAG_FASTDCT flag.

[5] The 32-bit supplementary package for amd64 Debian systems now provides symlinks in /usr/lib/i386-linux-gnu for the TurboJPEG libraries in /usr/lib32. This allows those libraries to be used on MultiArch-compatible systems (such as Ubuntu 11 and later) without setting the linker path.

[6] The TurboJPEG Java wrapper should now find the JNI library on Mac systems without having to pass -Djava.library.path=/usr/lib to java.

[7] TJBench has been ported to Java to provide a convenient way of validating the performance of the TurboJPEG Java API. It can be run with 'java -cp turbojpeg.jar TJBench'.

[8] cjpeg can now be used to generate JPEG files with the RGB colorspace (feature ported from jpeg-8d.)

[9] The width and height in the -crop argument passed to jpegtran can now be suffixed with "f" to indicate that, when the upper left corner of the cropping region is automatically moved to the nearest iMCU boundary, the bottom right corner should be moved by the same amount. In other words, this feature causes jpegtran to strictly honor the specified width/height rather than the specified bottom right corner (feature ported from jpeg-8d.)

[10] JPEG files using the RGB colorspace can now be decompressed into grayscale images (feature ported from jpeg-8d.)

[11] Fixed a regression caused by 1.2.1[7] whereby the build would fail with multiple "Mismatch in operand sizes" errors when attempting to build the x86 SIMD code with NASM 0.98.

[12] The in-memory source/destination managers (jpeg_mem_src() and jpeg_mem_dest()) are now included by default when building libjpeg-turbo with libjpeg v6b or v7 emulation, so that programs can take advantage of these functions without requiring the use of the backward-incompatible libjpeg v8
ABI. The "age number" of the libjpeg-turbo library on Unix systems has been incremented by 1 to reflect this. You can disable this feature with a configure/CMake switch in order to retain strict API/ABI compatibility with the libjpeg v6b or v7 API/ABI (or with previous versions of libjpeg-turbo.) See README-turbo.txt for more details.

[13] Added ARM v7s architecture to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build applications that leverage the faster CPUs in the iPhone 5 and iPad 4.

1.2.1
======

[1] Creating or decoding a JPEG file that uses the RGB colorspace should now properly work when the input or output colorspace is one of the libjpeg-turbo colorspace extensions.

[2] When libjpeg-turbo was built without SIMD support and merged (non-fancy) upsampling was used along with an alpha-enabled colorspace during decompression, the unused byte of the decompressed pixels was not being set to 0xFF. This has been fixed. TJUnitTest has also been extended to test for the correct behavior of the colorspace extensions when merged upsampling is used.

[3] Fixed a bug whereby the libjpeg-turbo SSE2 SIMD code would not preserve the upper 64 bits of xmm6 and xmm7 on Win64 platforms, which violated the Win64 calling conventions.

[4] Fixed a regression caused by 1.2.0[6] whereby decompressing corrupt JPEG images (specifically, images in which the component count was erroneously set to a large value) would cause libjpeg-turbo to segfault.

[5] Worked around a severe performance issue with "Bobcat" (AMD Embedded APU) processors. The MASKMOVDQU instruction, which was used by the libjpeg-turbo SSE2 SIMD code, is apparently implemented in microcode on AMD processors, and it is painfully slow on Bobcat processors in particular. Eliminating the use of this instruction improved performance by an order of magnitude on Bobcat processors and by a small amount (typically 5%) on AMD desktop processors.

[6] Added SIMD acceleration for performing 4:2:2 upsampling on NEON-capable ARM platforms. This speeds up the decompression of 4:2:2 JPEGs by 20-25% on such platforms.

[7] Fixed a regression caused by 1.2.0[2] whereby, on Linux/x86 platforms running the 32-bit SSE2 SIMD code in libjpeg-turbo, decompressing a 4:2:0 or 4:2:2 JPEG image into a 32-bit (RGBX, BGRX, etc.) buffer without using fancy upsampling would produce several incorrect columns of pixels at the right-hand side of the output image if each row in the output image was not evenly
divisible by 16 bytes.

[8] Fixed an issue whereby attempting to build the SIMD extensions with Xcode 4.3 on OS X platforms would cause NASM to return numerous errors of the form ""'%define' expects a macro identifier". 

[9] Added flags to the TurboJPEG API that allow the caller to force the use of either the fast or the accurate DCT/IDCT algorithms in the underlying codec.

1.2.0

========

[1] Fixed build issue with YASM on Unix systems (the libjpeg-turbo build system was not adding the current directory to the assembler include path, so YASM was not able to find jsimd.cfg.inc.)

[2] Fixed out-of-bounds read in SSE2 SIMD code that occurred when decompressing a JPEG image to a bitmap buffer whose size was not a multiple of 16 bytes. This was more of an annoyance than an actual bug, since it did not cause any actual run-time problems, but the issue showed up when running libjpeg-turbo in valgrind. See http://crbug.com/72399 for more information.

[3] Added a compile-time macro (LIBJPEG_TURBO_VERSION) that can be used to check the version of libjpeg-turbo against which an application was compiled.

[4] Added new RGBA/BGRA/ABGR/ARGB colorspace extension constants (libjpeg API) and pixel formats (TurboJPEG API), which allow applications to specify that, when decompressing to a 4-component RGB buffer, the unused byte should be set to 0xFF so that it can be interpreted as an opaque alpha channel.

[5] Fixed regression issue whereby DevIL failed to build against libjpeg-turbo because libjpeg-turbo’s distributed version of jconfig.h contained an INLINE macro, which conflicted with a similar macro in DevIL. This macro is used only internally when building libjpeg-turbo, so it was moved into config.h.

[6] libjpeg-turbo will now correctly decompress erroneous CMYK/YCCK JPEGs whose K component is assigned a component ID of 1 instead of 4. Although these files are in violation of the spec, other JPEG implementations handle them correctly.

[7] Added ARM v6 and ARM v7 architectures to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build both OS X and iOS applications.

1.1.90 (1.2 beta1)

=================
[1] Added a Java wrapper for the TurboJPEG API. See java/README for more details.

[2] The TurboJPEG API can now be used to scale down images during decompression.

[3] Added SIMD routines for RGB-to-grayscale color conversion, which significantly improves the performance of grayscale JPEG compression from an RGB source image.

[4] Improved the performance of the C color conversion routines, which are used on platforms for which SIMD acceleration is not available.

[5] Added a function to the TurboJPEG API that performs lossless transforms. This function is implemented using the same back end as jpegtran, but it performs transcoding entirely in memory and allows multiple transforms and/or crop operations to be batched together, so the source coefficients only need to be read once. This is useful when generating image tiles from a single source JPEG.

[6] Added tests for the new TurboJPEG scaled decompression and lossless transform features to tjbench (the TurboJPEG benchmark, formerly called "jpgtest").

[7] Added support for 4:4:0 (transposed 4:2:2) subsampling in TurboJPEG, which was necessary in order for it to read 4:2:2 JPEG files that had been losslessly transposed or rotated 90 degrees.

[8] All legacy VirtualGL code has been re-factored, and this has allowed libjpeg-turbo, in its entirety, to be re-licensed under a BSD-style license.

[9] libjpeg-turbo can now be built with YASM.

[10] Added SIMD acceleration for ARM Linux and iOS platforms that support NEON instructions.

[11] Refactored the TurboJPEG C API and documented it using Doxygen. The TurboJPEG 1.2 API uses pixel formats to define the size and component order of the uncompressed source/destination images, and it includes a more efficient version of TJBUFSIZE() that computes a worst-case JPEG size based on the level of chrominance subsampling. The refactored implementation of the TurboJPEG API now uses the libjpeg memory source and destination managers, which allows the TurboJPEG compressor to grow the JPEG buffer as necessary.

[12] Eliminated errors in the output of jpegtran on Windows that occurred when the application was invoked using I/O redirection (jpegtran <input.jpg >output.jpg).
[13] The inclusion of libjpeg v7 and v8 emulation as well as arithmetic coding support in libjpeg-turbo v1.1.0 introduced several new error constants in jerror.h, and these were mistakenly enabled for all emulation modes, causing the error enum in libjpeg-turbo to sometimes have different values than the same enum in libjpeg. This represents an ABI incompatibility, and it caused problems with rare applications that took specific action based on a particular error value. The fix was to include the new error constants conditionally based on whether libjpeg v7 or v8 emulation was enabled.

[14] Fixed an issue whereby Windows applications that used libjpeg-turbo would fail to compile if the Windows system headers were included before jpeglib.h. This issue was caused by a conflict in the definition of the INT32 type.

[15] Fixed 32-bit supplementary package for amd64 Debian systems, which was broken by enhancements to the packaging system in 1.1.

[16] When decompressing a JPEG image using an output colorspace of JCS_EXT_RGBX, JCS_EXT_BGRX, JCS_EXT_XBGR, or JCS_EXT_XRGB, libjpeg-turbo will now set the unused byte to 0xFF, which allows applications to interpret that byte as an alpha channel (0xFF = opaque).

1.1.1
=====

[1] Fixed a 1-pixel error in row 0, column 21 of the luminance plane generated by tjEncodeYUV().

[2] libjpeg-turbo's accelerated Huffman decoder previously ignored unexpected markers found in the middle of the JPEG data stream during decompression. It will now hand off decoding of a particular block to the unaccelerated Huffman decoder if an unexpected marker is found, so that the unaccelerated Huffman decoder can generate an appropriate warning.

[3] Older versions of MinGW64 prefixed symbol names with underscores by default, which differed from the behavior of 64-bit Visual C++. MinGW64 1.0 has adopted the behavior of 64-bit Visual C++ as the default, so to accommodate this, the libjpeg-turbo SIMD function names are no longer prefixed with an underscore when building with MinGW64. This means that, when building libjpeg-turbo with older versions of MinGW64, you will now have to add -fno-leading-underscore to the CFLAGS.

[4] Fixed a regression bug in the NSIS script that caused the Windows installer build to fail when using the Visual Studio IDE.

[5] Fixed a bug in jpeg_read_coefficients() whereby it would not initialize cinfo->image_width and cinfo->image_height if libjpeg v7 or v8 emulation was
enabled. This specifically caused the jpegoptim program to fail if it was linked against a version of libjpeg-turbo that was built with libjpeg v7 or v8 emulation.


[7] Eliminated errors in the output of cjpeg on Windows that occurred when the application was invoked using I/O redirection (cjpeg <inputfile >output.jpg).

1.1.0
=====

[1] The algorithm used by the SIMD quantization function cannot produce correct results when the JPEG quality is >= 98 and the fast integer forward DCT is used. Thus, the non-SIMD quantization function is now used for those cases, and libjpeg-turbo should now produce identical output to libjpeg v6b in all cases.

[2] Despite the above, the fast integer forward DCT still degrades somewhat for JPEG qualities greater than 95, so the TurboJPEG wrapper will now automatically use the slow integer forward DCT when generating JPEG images of quality 96 or greater. This reduces compression performance by as much as 15% for these high-quality images but is necessary to ensure that the images are perceptually lossless. It also ensures that the library can avoid the performance pitfall created by [1].

[3] Ported jpgtest.cxx to pure C to avoid the need for a C++ compiler.


[5] The Windows distribution packages now include the libjpeg run-time programs (cjpeg, etc.)

[6] All packages now include jpgtest.


[8] Added two new TurboJPEG API functions, tjEncodeYUV() and tjDecompressToYUV(), to replace the somewhat hackish TJ_YUV flag.

1.0.90 (1.1 beta1)
==============

[1] Added emulation of the libjpeg v7 and v8 APIs and ABIs. See
README-turbo.txt for more details. This feature was sponsored by CamTrace SAS.


[3] Grayscale bitmaps can now be compressed from/decompressed to using the TurboJPEG API.

[4] jpgtest can now be used to test decompression performance with existing JPEG images.

[5] If the default install prefix (/opt/libjpeg-turbo) is used, then 'make install' now creates /opt/libjpeg-turbo/lib32 and /opt/libjpeg-turbo/lib64 sym links to duplicate the behavior of the binary packages.

[6] All symbols in the libjpeg-turbo dynamic library are now versioned, even when the library is built with libjpeg v6b emulation.

[7] Added arithmetic encoding and decoding support (can be disabled with configure or CMake options)

[8] Added a TJ_YUV flag to the TurboJPEG API, which causes both the compressor and decompressor to output planar YUV images.

[9] Added an extended version of tjDecompressHeader() to the TurboJPEG API, which allows the caller to determine the type of subsampling used in a JPEG image.

[10] Added further protections against invalid Huffman codes.

1.0.1
=====

[1] The Huffman decoder will now handle erroneous Huffman codes (for instance, from a corrupt JPEG image.) Previously, these would cause libjpeg-turbo to crash under certain circumstances.

[2] Fixed typo in SIMD dispatch routines that was causing 4:2:2 upsampling to be used instead of 4:2:0 when decompressing JPEG images using SSE2 code.

[3] configure script will now automatically determine whether the INCOMPLETE_TYPES_BROKEN macro should be defined.

1.0.0
=====

Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect 2582
[1] 2983700: Further FreeBSD build tweaks (no longer necessary to specify --host when configuring on a 64-bit system)

[2] Created symlinks in the Unix/Linux packages so that the TurboJPEG include file can always be found in /opt/libjpeg-turbo/include, the 32-bit static libraries can always be found in /opt/libjpeg-turbo/lib32, and the 64-bit static libraries can always be found in /opt/libjpeg-turbo/lib64.

[3] The Unix/Linux distribution packages now include the libjpeg run-time programs (cjpeg, etc.) and man pages.


[7] No longer necessary to specify --without-simd on non-x86 architectures, and unit tests now work on those architectures.

0.0.93
=======

[1] 2982659, Fixed x86-64 build on FreeBSD systems

[2] 2988188: Added support for Windows 64-bit systems

0.0.91
=======

[1] Added documentation to .deb packages

[2] 2968313: Fixed data corruption issues when decompressing large JPEG images and/or using buffered I/O with the libjpeg-turbo decompressor

0.0.90
=======

Initial release

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * 32-bit x86 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_i386.c

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

/*
 * jdmainct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmainct.c

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

/*
 * jinclude.h
 */
* Copyright (C) 1991-1994, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
* rdgif.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to read input images in GIF format.
* **************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression,
* the ability to read GIF files has been removed from the IJG distribution.
* Sorry about that.
* **************************************************************************
*
* We are required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdgif.c
No license file was found, but licenses were detected in source scan.

/*
* simd/jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander

* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc

* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h

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

/*

* rdswitch.c

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

* This file contains routines to process some of cjpeg's more complicated
* command-line switches.  Switches processed here are:
* -qtables 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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h

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

; ; jcolsamp.inc - private declarations for color conversion & up/downsampling
; ; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; ; Based on
; ; x86 SIMD extension for IJG JPEG library
; ; Copyright (C) 1999-2006, MIYASAKA Masaru.
; ; For conditions of distribution and use, see copyright notice in jsimdext.inc
; ; [TAB8]
; pseudo-registers to make ordering of RGB configurable
;
%if RGB_RED == 0
%define mmA mm0
%define mmB mm1
%define xmmA xmm0
%define xmmB xmm1
%elif RGB_GREEN == 0
%define mmA mm2
%define mmB mm3
%define xmmA xmm2
%define xmmB xmm3
%elif RGB_BLUE == 0
%define mmA mm4
%define mmB mm5
%define xmmA xmm4
%define xmmB xmm5
%else
%define mmA mm6
%define mmB mm7
%define xmmA xmm6
%define xmmB xmm7
%endif

%if RGB_RED == 1
%define mmC mm0
%define mmD mm1
%define xmmC xmm0
%define xmmD xmm1
%elif RGB_GREEN == 1
%define mmC mm2
%define mmD mm3
%define xmmC xmm2
%define xmmD xmm3
%elif RGB_BLUE == 1
%define mmC mm4
%define mmD mm5
%define xmmC xmm4
%define xmmD xmm5
%else
%define mmC mm6
%define mmD mm7
%define xmmC xmm6
%define xmmD xmm7
%endif
%if RGB_RED == 2
%define mmE mm0
%define mmF mm1
%define xmmE xmm0
%define xmmF xmm1
%elif RGB_GREEN == 2
%define mmE mm2
%define mmF mm3
%define xmmE xmm2
%define xmmF xmm3
%elif RGB_BLUE == 2
%define mmE mm4
%define mmF mm5
%define xmmE xmm4
%define xmmF xmm5
%else
%define mmE mm6
%define mmF mm7
%define xmmE xmm6
%define xmmF xmm7
%endif

%if RGB_RED == 3
%define mmG mm0
%define mmH mm1
%define xmmG xmm0
%define xmmH xmm1
%elif RGB_GREEN == 3
%define mmG mm2
%define mmH mm3
%define xmmG xmm2
%define xmmH xmm3
%elif RGB_BLUE == 3
%define mmG mm4
%define mmH mm5
%define xmmG xmm4
%define xmmH xmm5
%else
%define mmG mm6
%define mmH mm7
%define xmmG xmm6
%define xmmH xmm7
%endif

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/lnjpeg-turbo-1.2.90/simd/jcolsamp.inc
No license file was found, but licenses were detected in source scan.

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/lnjpeg-turbo-1.2.90/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in GIF format.
 *
 ******************************************
 * NOTE: to avoid entanglements with Unisys' patent on LZW compression, *
 * this code has been modified to output "uncompressed GIF" files.       *
 * There is no trace of the LZW algorithm in this file.                *
 ******************************************
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

/*
 * This code is loosely based on ppmtogif from the PBMPLUS distribution
 * of Feb. 1991. That file contains the following copyright notice:
 * Based on GIFENCODE by David Rowley <mgardi@watdsu.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
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copyright notice and this permission notice appear in supporting
documentation. This software is provided "as is" without express or
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We are also required to state that
"The Graphics Interchange Format(c) is the Copyright property of
CompuServe Incorporated. GIF(sm) is a Service Mark property of
CompuServe Incorporated."
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrgif.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

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Modifications:
Copyright (C) 2010, D. R. Commander.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application
program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling
the JPEG library. Also see jpeglib.h (the include file to be used by application
programs) for full details about data structures and function parameter lists.
The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface
presented by IJG version 4 and earlier versions. The old design had several
inherent limitations, and it had accumulated a lot of cruft as we added
features while trying to minimize application-interface changes. We have
sacrificed backward compatibility in the version 5 rewrite, but we think the
improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library
--------------------------------------------------

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after
decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support both 8- and 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use both precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
------------------------

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object
A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation by calling jpeg_abort(); or, if you do not need to retain the JPEG object, simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple
compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
====================

Data formats
-------------

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel). PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for 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 = 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

```c
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().
3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

image_width	Width of image, in pixels
image_height	Height of image, in pixels
input_components	Number of color channels (samples per pixel)
in_color_space	Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

cinfo.image_width = Width; /* image width and height, in pixels */
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
/* Make optional parameter settings here */

4. jpeg_start_compress(…);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.
Typical code:

```c
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
   `jpeg_write_scanlines(...);`

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```c
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    ```
jpeg_write_scanlines(&cinfo, row_pointer, 1);
}

jpeg_write_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:
* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.
In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.
jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target.
If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you
should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.

Typical code:

jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.
Decompression details
---------------------

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

   This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

   Typical code:

   ```c
   struct jpeg_decompress_struct cinfo;
   struct jpeg_error_mgr jerr;
   ...
   cinfo.err = jpeg_std_error(&jerr);
   jpeg_create_decompress(&cinfo);
   ```

   (Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

   As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

   If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

   ```c
   FILE * infile;
   ...
   if ((infile = fopen(filename, "rb")) == NULL) {
       fprintf(stderr, "can't open %s
", 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
colormapthe selected colormap, if any
actual_number_of_colorsnumber of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the
relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
   jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.) The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);
If using the stdio source manager, don’t forget to close the source stdio stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct total number of scanlines. If you wish to abort decompression, call jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of destroying compression objects applies here too.

Typical code:

jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don’t need the JPEG object any more, or jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.
The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend...
you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

**jpeg_set_defaults (j_compress_ptr cinfo)**
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field in_color_space, which must already be set in cinfo). Many applications will only need to use this routine and perhaps jpeg_set_quality().

**jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)**
Sets the JPEG file's colorspace (field jpeg_color_space) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call jpeg_set_colorspace() before rather than after.

**jpeg_default_colorspace (j_compress_ptr cinfo)**
Selects an appropriate JPEG colorspace based on cinfo->in_color_space, and calls jpeg_set_colorspace(). This is actually a subroutine of jpeg_set_defaults(). It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

**jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)**
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization.
If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

**jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)**
Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise.
force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
[libjpeg v7+ API/ABI emulation only]
Set default quantization tables with linear q_scale_factor[] values (see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
    const unsigned int *basic_table,
    int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl indicates which table slot to fill. basic_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale_factor/100 and then clamped to the range 1..65535 (or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like "#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method, but may give different results on different machines due to varying roundoff behavior. The integer methods should give the same results on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. JDCT_DEFAULT and JDCT_FASTEST are macros configurable by each installation.

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using jpeg_set_color_space() if you want to change these.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is FALSE, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero. Set restart_interval to specify the exact interval in MCU blocks. Set restart_in_rows to specify the interval in MCU rows. (If restart_in_rows is not 0, then restart_interval is set after the image width in MCUs is computed.) Defaults are zero (no restarts). One restart marker per MCU row is often a good choice. NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs. If you use restarts, you may want to use larger intervals in those cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, scan_info points to an array of scan definition records of length num_scans. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (jpeg_simple_progression creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for
minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and jpeg_set_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]
[libjpeg v7+ API/ABI emulation only] Linear quantization scaling factors (0-100, default 100) for use with jpeg_default_qtables(). See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] values use "linear" scales, so JPEG quality levels chosen by the user must be converted to these scales using jpeg_quality_scaling(). Here is an example that corresponds to
cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

 jpeg_default_qtables(cinfo, force_baseline);

CAUTION: Setting separate quality levels for chrominance and luminance is mainly only useful if chrominance subsampling is disabled. 2x2 chrominance subsampling (AKA "4:2:0") is the default, but you can explicitly disable subsampling as follows:

cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

[jlibjpeg v7+ API/ABI emulation only]
The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_width Actual dimensions of output image.
JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.
int component_id
The one-byte identifier code to be recorded in the JPEG file for
this component. For the standard color spaces, we recommend you
leave the default values alone.

int h_samp_factor
int v_samp_factor
Horizontal and vertical sampling factors for the component; must
be 1..4 according to the JPEG standard. Note that larger sampling
factors indicate a higher-resolution component; many people find
this behavior quite unintuitive. The default values are 2,2 for
luminance components and 1,1 for chrominance components, except
for grayscale where 1,1 is used.

int quant_tbl_no
Quantization table number for component. The default value is
0 for luminance components and 1 for chrominance components.

int dc_tbl_no
int ac_tbl_no
DC and AC entropy coding table numbers. The default values are
0 for luminance components and 1 for chrominance components.

int component_index
Must equal the component's index in comp_info[]. (Beginning in
release v6, the compressor library will fill this in automatically;
you don't have to.)

Decompression parameter selection
---------------------------------
Decompression parameter selection is somewhat simpler than compression
parameter selection, since all of the JPEG internal parameters are
recorded in the source file and need not be supplied by the application.
(Unless you are working with abbreviated files, in which case see
"Abbreviated datastreams", below.) Decompression parameters control
the postprocessing done on the image to deliver it in a format suitable
for the application's use. Many of the parameters control speed/quality
tradeoffs, in which faster decompression may be obtained at the price of
a poorer-quality image. The defaults select the highest quality (slowest)
processing.

The following fields in the JPEG object are set by jpeg_read_header() and
may be useful to the application in choosing decompression parameters:

JDIMENSION image_width Width and height of image
JDIMENSION image_height
The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

- **J_COLOR_SPACE out_color_space**
  Output color space. `jpeg_read_header()` sets an appropriate default based on `jpeg_color_space`; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to JCS_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend jdcolor.c if you want an unusual conversion.

- **unsigned int scale_num, scale_denom**
  Scale the image by the fraction `scale_num/scale_denom`. Default is 1/1, or no scaling. Currently, the only supported scaling ratios are M/8 with all M from 1 to 16, or any reduced fraction thereof (such as 1/2, 3/4, etc.) (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

- **boolean quantize_colors**
  If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is TRUE.

- **int desired_number_of_colors**
  Maximum number of colors to use in generating a library-supplied color
map (the actual number of colors is returned in a different field).
Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE 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, do careful upsampling of chroma components. If FALSE, a faster but sloppier method is used. Default is TRUE. The visual impact of the sloppier method is often very small.
boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width Actual dimensions of output image.
JDIMENSION output_height
int out_color_components Number of color components in out_color_space.
int output_components Number of color components returned.
int rec_outbuf_height Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4). If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
---------------------
The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing de-facto JPEG file format standards specify YCbCr or grayscale data (JFIF), or grayscale, RGB, YCbCr, CMYK, or YCCK (Adobe). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB \(\Rightarrow\) YCbCr and CMYK \(\Rightarrow\) 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_colors() space. Of course you must select a supported transformation.

jcolor.c currently supports the following transformations:

- RGB \(\Rightarrow\) YCbCr
- RGB \(\Rightarrow\) GRAYSCALE
- YCbCr \(\Rightarrow\) GRAYSCALE
- CMYK \(\Rightarrow\) YCCK

plus the null transforms: GRAYSCALE \(\Rightarrow\) GRAYSCALE, RGB \(\Rightarrow\) RGB, YCbCr \(\Rightarrow\) YCbCr, CMYK \(\Rightarrow\) CMYK, YCCK \(\Rightarrow\) YCCK, and UNKNOWN \(\Rightarrow\) UNKNOWN.

The de-facto file format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the de-facto standards. jpeg_set_colors() will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space.

For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting in_color_space and jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for jpeg_set_colors(), in jparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space, and this is transformed to the output color space out_color_space. jpeg_read_header's setting of jpeg_color_space can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a
guess. If you know the JPEG file’s color space for certain, you can override 
jpeg_read_header’s guess by setting jpeg_color_space. jpeg_read_header also 
selects a default output color space based on (its guess of) jpeg_color_space; 
set out_color_space to override this. Again, you must select a supported 
transformation. jdcolor.c currently supports

YCbCr => RGB
YCbCr => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an 
application can force grayscale JPEGs to look like color JPEGs if it only 
wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data 
it weights distances appropriately for RGB colors). You’ll need to modify 
the code if you want to use it for non-RGB output color spaces. Note that 
jquant2.c is used to map to an application-supplied colormap as well as for 
the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG 
files: 0 represents 100% ink coverage, rather than 0% ink as you’d expect. 
This is arguably a bug in Photoshop, but if you need to work with Photoshop 
CMYK files, you will have to deal with it in your application. We cannot 
“fix” this in the library by inverting the data during the CMYK<=YCCCK 
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:

```c
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:

```c
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...
When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```c
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as `jpeg_input_complete()` returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```c
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able)
to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:
* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).
jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output().
  For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output(); of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst case would result in an out-of-memory failure.
* do_block_smoothing can be changed before each call to jpeg_start_output(). This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.
* Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:
1. Single-pass quantization to a fixed color cube.
  Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
  Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
  Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL. (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!)
These methods offer successively better quality and lesser speed. However,
only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.)

You do this by setting one or more of these three cinfo fields to TRUE:

- enable_1pass_quant: Fixed color cube colormap
- enable_external_quant: Externally-supplied colormap
- enable_2pass_quant: Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:

1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.

2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.
Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager jmemnobs.c if you can (i.e., 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":

---

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4J Vulnerability fix - right image - kafka-connect 2637
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 
one 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

```c
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 8 valid samples, and there must be a multiple of 8 sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:
* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_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*DCTSIZE sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*DCTSIZE, and the return value will
be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don’t forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

\[
cinfo->comp_info[i].width_in_blocks \times \text{DCTSIZE} \quad \text{samples per row}
\]

\[
cinfo->comp_info[i].height_in_blocks \times \text{DCTSIZE} \quad \text{rows in image}
\]

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCTSIZE samples. An example may help here.

Assume 2h2v downsampling of YCbCr data, that is

\[
cinfo->comp_info[0].h_samp_factor = 2 \quad \text{for Y}
\]

\[
cinfo->comp_info[0].v_samp_factor = 2
\]

\[
cinfo->comp_info[1].h_samp_factor = 1 \quad \text{for Cb}
\]

\[
cinfo->comp_info[1].v_samp_factor = 1
\]

\[
cinfo->comp_info[2].h_samp_factor = 1 \quad \text{for Cr}
\]

\[
cinfo->comp_info[2].v_samp_factor = 1
\]

and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downsampled_width = 101 and width_in_blocks = 13 for Y, downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13*8 = 104 columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg_write_raw_data() will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for rescaling or color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before
jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to verify that the color space and sampling factors are ones you can handle. Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a buffer of at least max_v_samp_factor*DCTSIZE scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, jpeg_read_raw_data() will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

-----------------------------

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().
When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This framish 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().

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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 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
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A number of compile-time options are available by modifying jmrecfg.h.
The JPEG standard provides for both the baseline 8-bit DCT process and a 12-bit DCT process. The IJG code supports 12-bit lossy JPEG if you define BITS_IN_JSAMPLE as 12 rather than 8. Note that this causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data.

The sample applications cjpeg and djpeg can support 12-bit mode only for PPM and GIF file formats; you must disable the other file formats to compile a 12-bit cjpeg or djpeg. (install.txt has more information about that.) At present, a 12-bit library can handle *only* 12-bit images, not both precisions. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that a 12-bit library always compresses in Huffman optimization mode, in order to generate valid Huffman tables. This is necessary because our default Huffman tables only cover 8-bit data. If you need to output 12-bit files in one pass, you'll have to supply suitable default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?
Portability considerations

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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_SHORTEXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors
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The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table).

Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (e.g., about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.
TurboJPEG Java Wrapper

The TurboJPEG shared library can optionally be built with a Java Native Interface wrapper, which allows the library to be loaded and used directly from Java applications. The Java front end for this is defined in several classes located under org/libjpeg turbo/turbojpeg. The source code for these Java classes is licensed under a BSD-style license, so the files can be incorporated directly into both open source and proprietary projects without restriction. A Java archive (JAR) file containing these classes is also shipped with the "official" distribution packages of libjpeg-turbo.

TJExample.java, which should also be located in the same directory as this README file, demonstrates how to use the TurboJPEG Java API to compress and decompress JPEG images in memory.

Performance Pitfalls

The TurboJPEG Java API defines several convenience methods that can allocate image buffers or instantiate classes to hold the result of compress, decompress, or transform operations. However, if you use these methods, then be mindful of the amount of new data you are creating on the heap. It may be necessary to manually invoke the garbage collector to prevent heap exhaustion or to prevent performance degradation. Background garbage collection can kill performance, particularly in a multi-threaded environment (Java pauses all threads when the GC runs.)

The TurboJPEG Java API always gives you the option of pre-allocating your own source and destination buffers, which allows you to re-use those buffers for compressing/decompressing multiple images. If the image sequence you are compressing or decompressing consists of images of the same size, then pre-allocating the buffers is recommended.

Installation Directory

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/README
No license file was found, but licenses were detected in source scan.

/*
 * jdcolext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains output colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolext.c
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/*
 * cdjpeg.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains common declarations for the sample applications
 * cjpeg and djpeg. It is NOT used by the core JPEG library.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cdjpeg.h
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; for more details.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxfst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-
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/*
 * jsimddct.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimddct.h

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/*
 * jcmarker.c
 *
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 * Modifications:
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 *
 * This file contains routines to write JPEG datastream markers.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmarker.c

No license file was found, but licenses were detected in source scan.
/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 * * pool-based allocation and freeing of memory;
 * * policy decisions about how to divide available memory among the
 *   virtual arrays;
 * * control logic for swapping virtual arrays between main memory and
 *   backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
 * memory so that backing storage will never be used, much of the virtual
 * array control logic could be removed. (Of course, if you have that much
 * memory then you shouldn't care about a little bit of unused code...)
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemmgr.c
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/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point
* implementation, accuracy is lost due to imprecise representation of the
* scaled quantization values. However, that problem does not arise if
* we use floating point arithmetic.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctflt.c
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/*
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 *
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 *   contributors may be used to endorse or promote products derived from this
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* POSSIBILITY OF SUCH DAMAGE.
*/

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjunittest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tunittest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/TJBench.java
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/*
* jsimd_none.c
 *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
 *
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
* This file contains stubs for when there is no SIMD support available.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c
No license file was found, but licenses were detected in source scan.

License: BSD-style
libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/libjpeg-turbo.spec.in
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/*
* jsimd_arm.c
* 
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
* 
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* 
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on
* ARM architecture.
* 
* Based on the stubs from 'jsimd_none.c'
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_arm.c

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libjpeg-turbo note: This image was extracted from the 8-bit nightshot_iso_100 image. The original can be downloaded at the link below.

The New Image Compression Test Set - Jan 2008
http://www.imagecompression.info/test_images

The images historically used for compression research (lena, barbra, pepper etc...) have outlived their useful life and its about time they become a part of history only. They are too small, come from data sources too old and are available in only 8-bit precision.

These images have been carefully selected to aid in image compression algorithm research and evaluation. These are photographic images chosen to come from a wide variety of sources and each one picked to stress different aspects of algorithms. Images are available in 8-bit, 16-bit and 16-bit linear variations, RGB and gray.

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Acknowledgments: A lot of people contributed a lot of time and effort in making this test set possible. Thanks to everyone who voiced their opinion in any of the discussions online. Thanks to Axel Becker, Thomas Richter and Niels Frhring for their extensive help in picking images, running all the various tests etc... Thanks to Pete Fraser, Tony Story, Wayne J. Cosshall, David Coffin, Bruce Lindbloom and raw.fotosite.pl for the images which make up this set.

Sachin Garg [India]
sachingarg@c10n.info


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/*
 * jfdctfst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */
/*
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcgrys2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jf3dnflt.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jdmerss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jdmgss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jdsamss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcqnttss.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcqntss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcclrmmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcqntmmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jcqnt3dn.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jdcrss2.asm
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/simd/jdclrss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/simd/jcgyrmnx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/simd/jcgrmmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/simd/jiss2red-64.asm
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 * 
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 * 
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 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 * 
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrppm.c

1.199 gawk 4.0.2 4.el7_3.1

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Version 2, June 1991

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

Preamble

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<one line to give the library's name and a brief idea of what it does.>
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.200 diffutils 3.3 5.el7

1.200.1 Available under license:
/* diff - compare files line by line


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#define GDIFF_MAIN
#include "diff.h"
#include <assert.h>
#include "paths.h"
#include <c-stack.h>
#include <dirname.h>
#include <error.h>
#include <exclude.h>
#include <exitfail.h>
#include <filenamecat.h>
#include <file-type.h>
#include <fnmatch.h>
#include <getopt.h>
#include <hard-locale.h>
#include <prepargs.h>
#include <progname.h>
#include <sh-quote.h>
#include <stat-time.h>
#include <timespec.h>
#include <version-etc.h>
#include <xalloc.h>
#include <xreadlink.h>
#include <binary-io.h>

/* The official name of this program (e.g., no 'g' prefix). */
#define PROGRAM_NAME "diff"

#define AUTHORS
  proper_name ("Paul Eggert"),
  proper_name ("Mike Haertel"),
  proper_name ("David Hayes"),
  proper_name ("Richard Stallman"),
  proper_name ("Len Tower")

#ifndef GUTTER_WIDTH_MINIMUM
#define GUTTER_WIDTH_MINIMUM 3
#endif

struct regexp_list
{
  char *regexps;/* chars representing disjunction of the regexps */
  size_t len;/* chars used in 'regexps' */
  size_t size;/* size malloc'ed for 'regexps'; 0 if not malloc'ed */
  bool multiple_regexps;/* Does 'regexps' represent a disjunction? */
  struct re_pattern_buffer *buf;
};

static int compare_files (struct comparison const *, char const *, char const *);
static void add_regexp (struct regexp_list *, char const *);
static void summarize_regexp_list (struct regexp_list *);
static void specify_style (enum output_style);
static void specify_value (char const **, char const *, char const *);
static void try_help (char const *, char const *) __attribute__((noreturn));
static void check_stdout (void);
static void usage (void);

/* If comparing directories, compare their common subdirectories recursively. */
static bool recursive;

/* In context diffs, show previous lines that match these regexps. */
static struct regexp_list function_regexp_list;

/* Ignore changes affecting only lines that match these regexps. */
static struct regexp_list ignore_regexp_list;

#if O_BINARY
/* Use binary I/O when reading and writing data (--binary). */
   On POSIX hosts, this has no effect. */
static bool binary;
#else
enum { binary = true };
#endif

/* If one file is missing, treat it as present but empty (-N). */
static bool new_file;

/* If the first file is missing, treat it as present but empty */
   (--unidirectional-new-file). */
static bool unidirectional_new_file;

/* Report files compared that are the same (-s). */
   Normally nothing is output when that happens. */
static bool report_identical_files;

static char const shortopts[] =

/* Values for long options that do not have single-letter equivalents. */
enum
{
   BINARY OPTION = CHAR_MAX + 1,
   FROM_FILE_OPTION,
   HELP OPTION,
   HORIZON_LINES_OPTION,
   IGNORE_FILE_NAME_CASE OPTION,
   INHIBIT_HUNK_MERGE OPTION,
   LEFT_COLUMN OPTION,
   LINE_FORMAT OPTION,
   NO_DEREFERENCE OPTION,
   NOIGNORE_FILE_NAME_CASE OPTION,
   NORMAL OPTION,
   SDIFF_MERGE_ASSIST OPTION,
   STRIP_TRAILING_CR OPTION,
   SUPPRESS_BLANK_EMPTY OPTION,
   SUPPRESS_COMMON_LINES OPTION,
TABSIZE_OPTION,
TO_FILE_OPTION,

/* These options must be in sequence. */
UNCHANGED_LINE_FORMAT_OPTION,
OLD_LINE_FORMAT_OPTION,
NEW_LINE_FORMAT_OPTION,

/* These options must be in sequence. */
UNCHANGED_GROUP_FORMAT_OPTION,
OLD_GROUP_FORMAT_OPTION,
NEW_GROUP_FORMAT_OPTION,
CHANGED_GROUP_FORMAT_OPTION
];

static char const group_format_option[][][sizeof "--unchanged-group-format"] =
{
   "--unchanged-group-format",
   "--old-group-format",
   "--new-group-format",
   "--changed-group-format"
};

static char const line_format_option[][][sizeof "--unchanged-line-format"] =
{
   "--unchanged-line-format",
   "--old-line-format",
   "--new-line-format"
};

static struct option const longopts[] =
{
   {"binary", 0, 0, BINARY_OPTION},
   {"brief", 0, 0, 'q'},
   {"changed-group-format", 1, 0, CHANGED_GROUP_FORMAT_OPTION},
   {"context", 2, 0, 'C'},
   {"ed", 0, 0, 'e'},
   {"exclude", 1, 0, 'x'},
   {"exclude-from", 1, 0, 'X'},
   {"expand-tabs", 0, 0, 't'},
   {"forward-ed", 0, 0, 'f'},
   {"from-file", 1, 0, FROM_FILE_OPTION},
   {"help", 0, 0, HELP_OPTION},
   {"horizon-lines", 1, 0, HORIZON_LINES_OPTION},
   {"ifdef", 1, 0, 'D'},
   {"ignore-all-space", 0, 0, 'w'},
   {"ignore-blank-lines", 0, 0, 'B'},
   {"ignore-case", 0, 0, 'i'},
{"ignore-file-name-case", 0, 0, IGNORE_FILE_NAME_CASE_OPTION},
{"ignore-matching-lines", 1, 0, 'T'},
{"ignore-space-change", 0, 0, 'b'},
{"ignore-tab-expansion", 0, 0, 'E'},
{"ignore-trailing-space", 0, 0, 'Z'},
{"inhibit-hunk-merge", 0, 0, INHIBIT_HUNK_MERGE_OPTION},
{"initial-tab", 0, 0, 'T'},
{"label", 1, 0, 'L'},
{"left-column", 0, 0, LEFT_COLUMN_OPTION},
{"line-format", 1, 0, LINE_FORMAT_OPTION},
{"minimal", 0, 0, 'd'},
{"new-file", 0, 0, 'N'},
{"new-group-format", 1, 0, NEW_GROUP_FORMAT_OPTION},
{"new-line-format", 1, 0, NEW_LINE_FORMAT_OPTION},
{"no-dereference", 0, 0, NO_DEREFERENCE_OPTION},
{"no-ignore-file-name-case", 0, 0, NO_IGNORE_FILE_NAME_CASE_OPTION},
{"normal", 0, 0, NORMAL_OPTION},
{"old-group-format", 1, 0, OLD_GROUP_FORMAT_OPTION},
{"old-line-format", 1, 0, OLD_LINE_FORMAT_OPTION},
{"paginate", 0, 0, 'T'},
{"rcs", 0, 0, 'n'},
{"recursive", 0, 0, 'r'},
{"report-identical-files", 0, 0, 's'},
{"sdiff-merge-assist", 0, 0, SDIFF_MERGE_ASSIST_OPTION},
{"show-c-function", 0, 0, 'p'},
{"show-function-line", 1, 0, 'F'},
{"side-by-side", 0, 0, 'y'},
{"speed-large-files", 0, 0, 'H'},
{"starting-file", 1, 0, 'S'},
{"strip-trailing-cr", 0, 0, STRIP_TRAILING_CR_OPTION},
{"suppress-blank-empty", 0, 0, SUPPRESS_BLANK_EMPTY_OPTION},
{"suppress-common-lines", 0, 0, SUPPRESS_COMMON_LINES_OPTION},
{"tabsize", 1, 0, TABSIZE_OPTION},
{"text", 0, 0, 'a'},
{"to-file", 1, 0, TO_FILE_OPTION},
{"unchanged-group-format", 1, 0, UNCHANGED_GROUP_FORMAT_OPTION},
{"unchanged-line-format", 1, 0, UNCHANGED_LINE_FORMAT_OPTION},
{"unidirectional-new-file", 0, 0, 'P'},
{"unified", 2, 0, 'U'},
{"version", 0, 0, 'v'},
{"width", 1, 0, 'W'},
{0, 0, 0, 0}
};

/* Return a string containing the command options with which diff was invoked.
Spaces appear between what were separate ARGV-elements.
There is a space at the beginning but none at the end.
If there were no options, the result is an empty string.*/
Arguments: OPTIONVEC, a vector containing separate ARGV-elements, and COUNT, the length of that vector. */

static char *
option_list (char **optionvec, int count)
{
    int i;
    size_t size = 1;
    char *result;
    char *p;

    for (i = 0; i < count; i++)
        size += 1 + shell_quote_length (optionvec[i]);

    p = result = xmalloc (size);

    for (i = 0; i < count; i++)
    {
        *p++ = ' ';  
        p = shell_quote_copy (p, optionvec[i]);
    }

    *p = '\0';
    return result;
}

/* Return an option value suitable for add_exclude. */

static int
exclude_options (void)
{
    return EXCLUDE_WILDCARDS | (ignore_file_name_case ? FNM_CASEFOLD : 0);
}

int
main (int argc, char **argv)
{
    int exit_status = EXIT_SUCCESS;
    int c;
    int i;
    int prev = -1;
    int ocontext = -1;
    bool explicit_context = false;
    size_t width = 0;
    bool show_c_function = false;
    char const *from_file = NULL;
char const *to_file = NULL;
uintmax_t numval;
char *numend;

/* Do our initializations. */
exit_failure = EXIT_TROUBLE;
initialize_main (&argc, &argv);
set_program_name (argv[0]);
setlocale (LC_ALL, "");
bindtextdomain (PACKAGE, LOCALEDIR);
textdomain (PACKAGE);
c_stack_action (0);
function_regexp_list.buf = &function_regexp;
ignore_regexp_list.buf = &ignore_regexp;
re_set_syntax (RE_SYNTAX_GREP | RE_NO_POSIX_BACKTRACKING);
excluded = new_exclude ();

/* Decode the options. */

while ((c = getopt_long (argc, argv, shortopts, longopts, NULL)) != -1)
{
  switch (c)
  {
    case 0:
      break;
    case '0':
    case '1':
    case '2':
    case '3':
    case '4':
    case '5':
    case '6':
    case '7':
    case '8':
    case '9':
      if (! ISDIGIT (prev))
        ocontext = c - '0';
      else if (LIN_MAX / 10 < ocontext 
        || ((ocontext = 10 * ocontext + c - '0') < 0))
        ocontext = LIN_MAX;
      break;
    case 'a':
      text = true;
      break;
    case 'b':
      break;
  }
}
if (ignore_white_space < IGNORE_SPACE_CHANGE)
    ignore_white_space = IGNORE_SPACE_CHANGE;
break;

case 'Z':
    if (ignore_white_space < IGNORE_SPACE_CHANGE)
        ignore_white_space |= IGNORE_TRAILING_SPACE;
    break;

case 'B':
    ignore_blank_lines = true;
    break;

case 'C':
case 'U':
{
    if (optarg)
    {
    numval = strtolmax (optarg, &numend, 10);
    if (*numend)
        try_help ("invalid context length "", optarg);
    if (LIN_MAX < numval)
        numval = LIN_MAX;
    }
    else
    numval = 3;

    specify_style (c == 'U' ? OUTPUT_UNIFIED : OUTPUT_CONTEXT);
    if (context < numval)
        context = numval;
    explicit_context = true;
}
break;

case 'c':
    specify_style (OUTPUT_CONTEXT);
    if (context < 3)
        context = 3;
    break;

case 'd':
    minimal = true;
    break;

case 'D':
    specify_style (OUTPUT_IFDEF);
    {
    static char const C_ifdef_group_formats[] =
char *b = xmalloc (sizeof C_ifdef_group_formats + 7 * strlen (optarg) - 14 /* 7*"%s" */ - 8 /* 5*"%c" + 3*"%c" */);  
  
  sprintf (b, C_ifdef_group_formats, 0, optarg, optarg, 0, optarg, optarg, optarg, optarg);  
  
  for (i = 0; i < sizeof group_format / sizeof group_format[0]; i++)  
    {  
      specify_value (&group_format[i], b, "-D");  
      b += strlen (b) + 1;  
    }  
  break;  
  
  case 'e':  
    specify_style (OUTPUT_ED);  
    break;  
  
  case 'E':  
    if (ignore_white_space < IGNORE_SPACE_CHANGE)  
      ignore_white_space |= IGNORE_TAB_EXPANSION;  
    break;  
  
  case 'f':  
    specify_style (OUTPUT_FORWARD_ED);  
    break;  
  
  case 'F':  
    add_regexp (&function_regexp_list, optarg);  
    break;  
  
  case 'h':  
    /* Split the files into chunks for faster processing.  
       Usually does not change the result.  */  
    
    This currently has no effect. */  
    break;  
  
  case 'H':  
    speed_large_files = true;  
    break;  
  
  case 'i':  
    ignore_case = true;
break;

case 'T':
    add_regexp (&ignore_regexp_list, optarg);
    break;

case 'T':
    if (!pr_program[0])
        try_help ("pagination not supported on this host", NULL);
    paginate = true;
#ifdef SIGCHLD
    /* Pagination requires forking and waiting, and
       System V fork+wait does not work if SIGCHLD is ignored. */
    signal (SIGCHLD, SIG_DFL);
#endif
    break;

case 'L':
    if (!file_label[0])
        file_label[0] = optarg;
    else if (!file_label[1])
        file_label[1] = optarg;
    else
        fatal ("too many file label options");
    break;

case 'n':
    specify_style (OUTPUT_RCS);
    break;

case 'N':
    new_file = true;
    break;

case 'p':
    show_c_function = true;
    add_regexp (&function_regexp_list, "^[[:alpha:]]\_\[\[;\]_\]");
    break;

case 'P':
    unidirectional_new_file = true;
    break;

case 'q':
    brief = true;
    break;

case 'r':
    break;
recursive = true;  
break;

case 's':  
    report_identical_files = true;  
    break;

case 'S':  
    specify_value (&starting_file, optarg, "-S");  
    break;

case 't':  
    expand_tabs = true;  
    break;

case 'T':  
    initial_tab = true;  
    break;

case 'u':  
    specify_style (OUTPUT_UNIFIED);  
    if (context < 3)  
        context = 3;  
    break;

case 'v':  
    version_etc (stdout, PROGRAM_NAME, PACKAGE_NAME, Version,  
                AUTHORS, (char *) NULL);  
    check_stdout ();  
    return EXIT_SUCCESS;

case 'w':  
    ignore_white_space = IGNORE_ALL_SPACE;  
    break;

case 'x':  
    add_exclude (excluded, optarg, exclude_options ());  
    break;

case 'X':  
    if (add_exclude_file (add_exclude, excluded, optarg,  
                        exclude_options (), 'n'))  
        pfatal_with_name (optarg);  
    break;

case 'y':  
    specify_style (OUTPUT_SDIFF);  
    break;
case 'W':
    numval = strtoumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
        try_help ('invalid width '%s'' , optarg);
    if (width != numval)
    {
        if (width)
            fatal ('conflicting width options'');  
            width = numval;
    }
    break;

case BINARY_OPTION:
    #if O_BINARY
    binary = true;
    if (! isatty (STDOUT_FILENO))
        set_binary_mode (STDOUT_FILENO, O_BINARY);
    #endif
    break;

case FROM_FILE_OPTION:
    specify_value (&from_file, optarg, "--from-file");
    break;

case HELP_OPTION:
    usage ();
    check_stdout ();
    return EXIT_SUCCESS;

case HORIZON_LINES_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (*numend)
        try_help ('invalid horizon length '%s'' , optarg);
    horizon_lines = MAX (horizon_lines, MIN (numval, LIN_MAX));
    break;

case IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = true;
    break;

case INHIBIT_HUNK_MERGE_OPTION:
    /* This option is obsolete, but accept it for backward
       compatibility. */
    break;

case LEFT_COLUMN_OPTION:
    left_column = true;
case LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        specify_value (&line_format[i], optarg, "--line-format");
    break;

case NO_DEREFERENCE_OPTION:
    no_dereference_symlinks = true;
    break;

case NO_IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = false;
    break;

case NORMAL_OPTION:
    specify_style (OUTPUT_NORMAL);
    break;

case SDIFF_MERGE_ASSIST_OPTION:
    specify_style (OUTPUT_SDIFF);
    sdiff_merge_assist = true;
    break;

case STRIP_TRAILING_CR_OPTION:
    strip_trailing_cr = true;
    break;

case SUPPRESS_BLANK_EMPTY_OPTION:
    suppress_blank_empty = true;
    break;

case SUPPRESS_COMMON_LINES_OPTION:
    suppress_common_lines = true;
    break;

case TABSIZE_OPTION:
    numval = str toumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
        try_help ("invalid tabsize " "%s", optarg);
    if (tabsize != numval)
        { 
            if (tabsize)
                fatal ("conflicting tabsize options");
            tabsize = numval;
        }
    break;
case TO_FILE_OPTION:
    specify_value (&to_file, optarg, "--to-file");
    break;

case UNCHANGED_LINE_FORMAT_OPTION:
case OLD_LINE_FORMAT_OPTION:
case NEW_LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    c -= UNCHANGED_LINE_FORMAT_OPTION;
    specify_value (&line_format[c], optarg, line_format_option[c]);
    break;

case UNCHANGED_GROUP_FORMAT_OPTION:
case OLD_GROUP_FORMAT_OPTION:
case NEW_GROUP_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    c -= UNCHANGED_GROUP_FORMAT_OPTION;
    specify_value (&group_format[c], optarg, group_format_option[c]);
    break;

default:
    try_help (NULL, NULL);
    }
    prev = c;
    }

if (output_style == OUTPUT_UNSPECIFIED)
    {
    if (show_c_function)
        {
    specify_style (OUTPUT_CONTEXT);
    if (ocontext < 0)
        context = 3;
    }
    else
    specify_style (OUTPUT_NORMAL);
    }

if (output_style != OUTPUT_CONTEXT || hard_locale (LC_TIME))
    {
    #if (defined STAT_TIMESPEC || defined STAT_TIMESPEC_NS \ 
    || defined HAVE_STRUCT_STAT_ST_SPARE1)
    time_format = "%Y-%m-%d %H:%M:%S,%N %z";
    #else
    time_format = "%Y-%m-%d %H:%M:%S %z";
    #endif

if (0 <= ocontext
   && (output_style == OUTPUT_CONTEXT
   || output_style == OUTPUT_UNIFIED)
   && (context < ocontext
   || (ocontext < context && ! explicit_context))
   context = ocontext;

if (! tabsize)
tabsize = 8;
if (! width)
width = 130;

{
   /* Maximize first the half line width, and then the gutter width,
      according to the following constraints:

1. Two half lines plus a gutter must fit in a line.
2. If the half line width is nonzero:
   a. The gutter width is at least GUTTER_WIDTH_MINIMUM.
   b. If tabs are not expanded to spaces,
      a half line plus a gutter is an integral number of tabs,
      so that tabs in the right column line up. */

   intmax_t t = expand_tabs ? 1 : tabsize;
   intmax_t w = width;
   intmax_t off = (w + t + GUTTER_WIDTH_MINIMUM) / (2 * t) * t;
   sdiff_half_width = MAX (0, MIN (off - GUTTER_WIDTH_MINIMUM, w - off)),
   sdiff_column2_offset = sdiff_half_width ? off : w;
}

/* Make the horizon at least as large as the context, so that
   shift_boundaries has more freedom to shift the first and last hunks. */
if (horizon_lines < context)
   horizon_lines = context;

summarize_regexp_list (&function_regexp_list);
summarize_regexp_list (&ignore_regexp_list);

if (output_style == OUTPUT_IFDEF)
{
   for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
if (!line_format[i])
    line_format[i] = "%\n";
if (!group_format[OLD])
    group_format[OLD] = group_format[CHANGED] ? group_format[CHANGED] : "%<";
if (!group_format[NEW])
    group_format[NEW] = group_format[CHANGED] ? group_format[CHANGED] : "%>";
if (!group_format[UNCHANGED])
    group_format[UNCHANGED] = "%=";
if (!group_format[CHANGED])
    group_format[CHANGED] = concat (group_format[OLD],
                                   group_format[NEW], "")
                        }

no_diff_means_no_output =
    (output_style == OUTPUT_IFDEF ?
     (!*group_format[UNCHANGED]
      || (STREQ (group_format[UNCHANGED], "%=")
          && !*line_format[UNCHANGED]))
     : (output_style != OUTPUT_SDIFF) | suppress_common_lines);

files_can_be_treated_as_binary =
    (brief & binary
     & ~ (ignore_blank_lines | ignore_case | strip_trailing_cr
          | (ignore_regexp_list.regexps || ignore_white_space)));

switch_string = option_list (argv + 1, optind - 1);

if (from_file)
{
    if (to_file)
        fatal ("--from-file and --to-file both specified");
    else
        for (; optind < argc; optind++)
            {int status = compare_files (NULL, from_file, argv[optind]);
             if (exit_status < status)
                 exit_status = status;
            }
}
else
{
    if (to_file)
        for (; optind < argc; optind++)
            {int status = compare_files (NULL, argv[optind], to_file);
             if (exit_status < status)
        }
exit_status = status;
}
else
{
if (argc - optind != 2)
{
    if (argc - optind < 2)
try_help ("missing operand after " "%s", argv[argc - 1]);
    else
try_help ("extra operand " "%s", argv[optind + 2]);
}
exit_status = compare_files (NULL, argv[optind], argv[optind + 1]);
}
/* Print any messages that were saved up for last. */
print_message_queue ();

check_stdout ();
exit (exit_status);
return exit_status;

/* Append to REGLIST the regexp PATTERN. */

static void
add_regexp (struct regexp_list *reglist, char const *pattern)
{
    size_t patlen = strlen (pattern);
    char const *m = re_compile_pattern (pattern, patlen, reglist->buf);

    if (m != 0)
        error (0, 0, "%s: %s", pattern, m);
    else
    {
        char *regexps = reglist->regexps;
        size_t len = reglist->len;
        bool multiple_regexps = reglist->multiple_regexps = regexps != 0;
        size_t newlen = reglist->len = len + 2 * multiple_regexps + patlen;
        size_t size = reglist->size;

        if (size <= newlen)
        {
            if (!size)
                size = 1;

            do size *= 2;
while (size <= newlen);

reglist->size = size;
reglist->regexps = regexps = xrealloc (regexps, size);
}
if (multiple_regexps)
{
regexps[len++] = '\';
regexps[len++] = '|';
}
memcpy (regexps + len, pattern, patlen + 1);
}
}

/* Ensure that REGLIST represents the disjunction of its regexps.
This is done here, rather than earlier, to avoid O(N^2) behavior. */
static void
summarize_regexp_list (struct regexp_list *reglist)
{
if (reglist->regexps)
{
 /* At least one regexp was specified. Allocate a fastmap for it. */
reglist->buf->fastmap = xmalloc (1 << CHAR_BIT);
if (reglist->multiple_regexps)
{
 /* Compile the disjunction of the regexps.
(If just one regexp was specified, it is already compiled.) */
char const *m = re_compile_pattern (reglist->regexps, reglist->len,
reglist->buf);
if (m)
error (EXIT_TROUBLE, 0, "\%s: \%s", reglist->regexps, m);
}
}

static void
try_help (char const *reason_msgid, char const *operand)
{
if (reason_msgid)
error (0, 0, _(reason_msgid), operand);
error (EXIT_TROUBLE, 0, _("Try \%s --help for more information."),
program_name);
abort ();
}

static void
check_stdout (void)
if (ferror (stdout))
    fatal ("write failed");
else if (fclose (stdout) != 0)
    pfatal_with_name (_, "standard output");
}

static char const * const option_help_msgid[] = {
    N_("    --normal                  output a normal diff (the default)") ,
    N_("    --q, --brief               report only when files differ") ,
    N_("    --s, --report-identical-files report when two files are the same") ,
    N_("    --c, -C NUM, --context[=NUM] output NUM (default 3) lines of copied context") ,
    N_("    --u, -U NUM, --unified[=NUM] output NUM (default 3) lines of unified context") ,
    N_("    --e, --ed                   output an ed script") ,
    N_("    --n, --rcs                   output an RCS format diff") ,
    N_("    --y, --side-by-side          output in two columns") ,
    N_("    --W, --width=NUM             output at most NUM (default 130) print columns") ,
    N_("    --left-column               output only the left column of common lines") ,
    N_("    --suppress-common-lines     do not output common lines") ,
    N_("    --p, --show-c-function       show which C function each change is in") ,
    N_("    --F, --show-function-line=RE show the most recent line matching RE") ,
    N_("    --label LABEL               use LABEL instead of file name\n" (can be repeated)") ,
    N_("    --t, --expand-tabs           expand tabs to spaces in output") ,
    N_("    --T, --initial-tab          make tabs line up by prepending a tab") ,
    N_("    --tabsize=NUM               tab stops every NUM (default 8) print columns") ,
    N_("    --suppress-blank-empty      suppress space or tab before empty output lines") ,
    N_("    --l, --paginate              pass output through 'pr' to paginate it") ,
    N_("    --r, --recursive            recursively compare any subdirectories found") ,
    N_("    --no-dereference            don't follow symbolic links") ,
    N_("    --N, --new-file              treat absent files as empty") ,
    N_("    --unidirectional-new-file   treat absent first files as empty") ,
    N_("    --ignore-file-name-case     ignore case when comparing file names") ,
    N_("    --no-ignore-file-name-case  consider case when comparing file names") ,
    N_("    --x, --exclude=PAT          exclude files that match PAT") ,
    N_("    --X, --exclude-from=FILE    exclude files that match any pattern in FILE") ,
    N_("    --S, --starting-file=FILE   start with FILE when comparing directories") ,
    N_("    --from-file=FILE1           compare FILE1 to all operands;\n" FILE1 can be a directory") ,
    N_("    --to-file=FILE2             compare all operands to FILE2;\n" FILE2 can be a directory") ,
    N_("    --i, --ignore-case          ignore case differences in file contents") ,
    N_("    --E, --ignore-tab-expansion ignore changes due to tab expansion") ,
    N_("    --Z, --ignore-trailing-space ignore white space at line end") ,
};
```bash
N_("-b, --ignore-space-change ignore changes in the amount of white space"),
N_("-w, --ignore-all-space ignore all white space"),
N_("-B, --ignore-blank-lines ignore changes where lines are all blank"),
N_("-I, --ignore-matching-lines=RE ignore changes where all lines match RE"),
"",
N_("-a, --text treat all files as text"),
N_("--strip-trailing-cr strip trailing carriage return on input"),
#if O_BINARY
N_("--binary read and write data in binary mode"),
#endif
N_("-D, --ifdef=NAME output merged file with '#ifdef NAME' diffs"),
N_("--GTYPE-group-format=GFMT format GTYPE input groups with GFMT"),
N_("--line-format=LFMT format all input lines with LFMT"),
N_("--LTYPE-line-format=LFMT format LTYPE input lines with LFMT"),
N_("These format options provide fine-grained control over the output
 of diff, generalizing -D/--ifdef."),
N_("--LTYPE is 'old', 'new', or 'unchanged'. GTYPE is LTYPE or 'changed'."),
N_("GFMT (only) may contain:\n %< lines from FILE1\n %> lines from FILE2\n %-= lines common to FILE1 and FILE2\n [%-][WIDTH][.[PREC]][(doxX)]LETTER printf-style spec for LETTER\n LETTERs are as follows for new group, lower case for old group:\n F first line number\n L last line number\n N number of lines = L-F+1\n E F-1\n M L+1\n %(_(A=B?T:E) if A equals B then T else E"),
N_("LFMT (only) may contain:\n %L contents of line\n %l contents of line, excluding any trailing newline\n [%-][WIDTH][.[PREC]][(doxX)]n printf-style spec for input line number"),
N_("Both GFMT and LFMT may contain:\n %%%\n %c'C' the single character C\n %c'\OOO' the character with octal code OOO\n C the character C (other characters represent themselves)")",
",
N_("--d, --minimal try hard to find a smaller set of changes"),
N_("--horizon-lines=NUM keep NUM lines of the common prefix and suffix"),
N_("--speed-large-files assume large files and many scattered small changes"),
",
N_("--help display this help and exit"),
N_("-v, --version output version information and exit"),
",
N_("FILES are 'FILE1 FILE2' or 'DIR1 DIR2' or 'DIR FILE...' or 'FILE... DIR.'),
```

---

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N_("If --from-file or --to-file is given, there are no restrictions on FILE(s)."),
N_("If a FILE is '-', read standard input.").
N_("Exit status is 0 if inputs are the same, 1 if different, 2 if trouble.");
0
};

static void
usage (void)
{
    char const * const *p;

    printf ("Usage: %s [OPTION]... FILES\n", program_name);
    printf ("%s\n\n", _("Compare FILES line by line."));

    fputs ("\nMandatory arguments to long options are mandatory for short options too.\n"), stdout);

    for (p = option_help_msgid;  *p;  p++)
    {
        if (!**p)
putchar ('\n');
        else
        {
            char const *msg = _(*p);
            char const *nl;
            while ((nl = strchr (msg, '\n')))
            {
                int msglen = nl + 1 - msg;
                printf (" %.*s", msglen, msg);
                msg = nl + 1;
            }

            printf (" %s\n" + 2 * (*msg != ' ' && *msg != '-'), msg);
        }
    }
    emit_bug_reporting_address ();
}

/* Set VAR to VALUE, reporting an OPTION error if this is a
   conflict. */
static void
specify_value (char const **var, char const *value, char const *option)
{
    if (*var && ! STREQ (*var, value))
    {
        error (0, 0, _("conflicting %s option value "='%s""), option, value);
        try_help (NULL, NULL);
    }

    /* Set VAR to VALUE, reporting an OPTION error if this is a
       conflict. */
static void
specify_value (char const **var, char const *value, char const *option)
{
    if (*var && ! STREQ (*var, value))
    {
        error (0, 0, _("conflicting %s option value "='%s""), option, value);
        try_help (NULL, NULL);
/* Set the output style to STYLE, diagnosing conflicts. */
static void
specify_style (enum output_style style)
{
    if (output_style != style)
    {
        if (output_style != OUTPUT_UNSPECIFIED)
            try_help ("conflicting output style options", NULL);
        output_style = style;
    }
}

/* Set the last-modified time of *ST to be the current time. */
static void
set_mtime_to_now (struct stat *st)
{
    #ifdef STAT_TIMESPEC
        gettime (&STAT_TIMESPEC (st, st_mtim));
    #else
        struct timespec t;
        gettime (&t);
        st->st_mtime = t.tv_sec;
        # if defined STAT_TIMESPEC_NS
            STAT_TIMESPEC_NS (st, st_mtim) = t.tv_nsec;
        # elif defined HAVE_STRUCT_STAT_ST_SPARE1
            st->st_spare1 = t.tv_nsec / 1000;
        # endif
    #endif
}

/* Compare two files (or dirs) with parent comparison PARENT
   and names NAME0 and NAME1.
   (If PARENT is null, then the first name is just NAME0, etc.)
   This is self-contained; it opens the files and closes them.

   Value is EXIT_SUCCESS if files are the same, EXIT_FAILURE if
   different, EXIT_TROUBLE if there is a problem opening them. */

static int
compare_files (struct comparison const *parent,
               char const *name0,
               char const *name1)
{
struct comparison cmp;
#define DIR_P(f) (S_ISDIR(cmp.file[f].stat.st_mode) != 0)
register int f;
int status = EXIT_SUCCESS;
bool same_files;
char *free0;
char *free1;

/* If this is directory comparison, perhaps we have a file
   that exists only in one of the directories.
   If so, just print a message to that effect. */
if (! ((name0 && & name1)
|| (unidirectional_new_file & & name1)
|| new_file))
{
    char const *name = name0 ? name0 : name1;
    char const *dir = parent->file[!name0].name;

    /* See POSIX 1003.1-2001 for this format. */
    message("Only in %s: %s\n", dir, name);

    /* Return EXIT_FAILURE so that diff_dirs will return
    EXIT_FAILURE ("some files differ"). */
    return EXIT_FAILURE;
}
memset(cmp.file, 0, sizeof cmp.file);
cmp.parent = parent;

/* cmp.file[f].desc markers */
#define NONEXISTENT (-1) /* nonexistent file */
#define UNOPENED (-2) /* unopened file (e.g. directory) */
#define ERRNO_ENCODE(errno) (-3 - (errno)) /* encoded errno value */
#define ERRNO_DECODE(desc) (-3 - (desc)) /* inverse of ERRNO_ENCODE */
cmp.file[0].desc = name0 ? UNOPENED : NONEXISTENT;
cmp.file[1].desc = name1 ? UNOPENED : NONEXISTENT;

/* Now record the full name of each file, including nonexistent ones. */
if (!name0)
    name0 = name1;
if (!name1)
    name1 = name0;
if (!parent)
{
  free0 = NULL;
  free1 = NULL;
  cmp.file[0].name = name0;
  cmp.file[1].name = name1;
}
else
{
  cmp.file[0].name = free0
  = file_name_concat (parent->file[0].name, name0, NULL);
  cmp.file[1].name = free1
  = file_name_concat (parent->file[1].name, name1, NULL);
}

/* Stat the files. */

for (f = 0; f < 2; f++)
{
  if (cmp.file[f].desc != NONEXISTENT)
  {
    if (f && file_name_cmp (cmp.file[f].name, cmp.file[0].name) == 0)
    {
      cmp.file[f].desc = cmp.file[0].desc;
      cmp.file[f].stat = cmp.file[0].stat;
    }
    else if (STREQ (cmp.file[f].name, "-"))
    {
      cmp.file[f].desc = STDIN_FILENO;
      if (binary && ! isatty (STDIN_FILENO))
        set_binary_mode (STDIN_FILENO, O_BINARY);
      if (fstat (STDIN_FILENO, &cmp.file[f].stat) != 0)
        cmp.file[f].desc = ERRNO_ENCODE (errno);
      else
        {
          if (S_ISREG (cmp.file[f].stat.st_mode))
          {
            off_t pos = lseek (STDIN_FILENO, 0, SEEK_CUR);
            if (pos < 0)
              cmp.file[f].desc = ERRNO_ENCODE (errno);
            else
              cmp.file[f].stat.st_size =
                MAX (0, cmp.file[f].stat.st_size - pos);
          }
        }
  } /* POSIX 1003.1-2001 requires current time for stdin. */
  set_mtime_to_now (&cmp.file[f].stat);
}
} else if (!no_dereference_symlinks
    ? lstat (cmp.file[f].name, &cmp.file[f].stat)
    : stat (cmp.file[f].name, &cmp.file[f].stat))
!= 0)
    cmp.file[f].desc = ERRNO_ENCODE (errno);
}

/* Mark files as nonexistent as needed for -N and -P, if they are
inaccessible empty regular files (the kind of files that 'patch'
creates to indicate nonexistent backups), or if they are
top-level files that do not exist but their counterparts do
exist. */
for (f = 0; f < 2; f++)
    if ((new_file || (f == 0 && unidirectional_new_file))
&& (cmp.file[f].desc == UNOPENED
     ? (S_ISREG (cmp.file[f].stat.st_mode)
        && ! (cmp.file[f].stat.st_mode & (S_IRWXU | S_IRWXG | S_IRWXO))
        && cmp.file[f].stat.st_size == 0)
     : ((cmp.file[f].desc == ERRNO_ENCODE (ENOENT)
         || cmp.file[f].desc == ERRNO_ENCODE (EBADF))
        && ! parent
        && (cmp.file[1 - f].desc == UNOPENED
            || cmp.file[1 - f].desc == STDIN_FILENO))")
    cmp.file[f].desc = NONEXISTENT;

for (f = 0; f < 2; f++)
    if (cmp.file[f].desc == NONEXISTENT)
    {
        memset (&cmp.file[f].stat, 0, sizeof cmp.file[f].stat);
        cmp.file[f].stat.st_mode = cmp.file[1 - f].stat.st_mode;
    }

for (f = 0; f < 2; f++)
    {
        int e = ERRNO_DECODE (cmp.file[f].desc);
        if (0 <= e)
        {
            errno = e;
            perror_with_name (cmp.file[f].name);
            status = EXIT_TROUBLE;
        }
    }

if (status == EXIT_SUCCESS && !parent && !DIR_P (0) != DIR_P (1))
    {
        /* If one is a directory, and it was specified in the command line,
use the file in that dir with the other file's basename.  */

    int fnm_arg = DIR_P (0);
    int dir_arg = 1 - fnm_arg;
    char const *fnm = cmp.file[fnm_arg].name;
    char const *dir = cmp.file[dir_arg].name;
    char const *filename = cmp.file[dir_arg].name = free0
= find_dir_file_pathname (dir, last_component (fnm));

    if (STREQ (fnm, "-"))
        fatal ("cannot compare '-' to a directory");

    if ((no_dereference_symlinks
        ? lstat (filename, &cmp.file[dir_arg].stat)
        : stat (filename, &cmp.file[dir_arg].stat))
        != 0)
    {
        perror_with_name (filename);
        status = EXIT_TROUBLE;
    }

if (status != EXIT_SUCCESS)
    {
        /* One of the files should exist but does not.  */
    }
else if (cmp.file[0].desc == NONEXISTENT
        && cmp.file[1].desc == NONEXISTENT)
    {
        /* Neither file "exists", so there's nothing to compare.  */
    }
else if ((same_files
        = (cmp.file[0].desc != NONEXISTENT
            && cmp.file[1].desc != NONEXISTENT
            && 0 < same_file (&cmp.file[0].stat, &cmp.file[1].stat)
            && same_file_attributes (&cmp.file[0].stat,
            &cmp.file[1].stat))
            && no_diff_means_no_output)
    {
        /* The two named files are actually the same physical file.
        We know they are identical without actually reading them.  */
    }
else if (DIR_P (0) & DIR_P (1))
    {
        if (output_style == OUTPUT_IFDEF)
            fatal ("-D option not supported with directories");

        /* If both are directories, compare the files in them.  */
if (parent && !recursive)
{
  /* But don't compare dir contents one level down
     unless -r was specified. 
     See POSIX 1003.1-2001 for this format. */
  message("Common subdirectories: %s and %s\n", 
            cmp.file[0].name, cmp.file[1].name);
}
else
  status = diff_dirs (&cmp, compare_files);
}
else if ((DIR_P (0) | DIR_P (1))
  || (parent
      && !((S_ISREG (cmp.file[0].stat.st_mode)
          || S_ISLNK (cmp.file[0].stat.st_mode))
       && (S_ISREG (cmp.file[1].stat.st_mode)
          || S_ISLNK (cmp.file[1].stat.st_mode))))
  {
    if (cmp.file[0].desc == NONEXISTENT || cmp.file[1].desc == NONEXISTENT)
    {
      /* We have a subdirectory that exists only in one directory. */

      if ((DIR_P (0) | DIR_P (1))
        && recursive
        && (new_file
            || (unidirectional_new_file
                && cmp.file[0].desc == NONEXISTENT)))
        status = diff_dirs (&cmp, compare_files);
      else
        {
          char const *dir;

          /* PARENT must be non-NULL here. */
          assert (parent);
          dir = parent->file[cmp.file[0].desc == NONEXISTENT].name;

          /* See POSIX 1003.1-2001 for this format. */
          message("Only in %s: %s\n", dir, name0);

          status = EXIT_FAILURE;
        }
      }
      else
        {
        /* We have two files that are not to be compared. */

        /* See POSIX 1003.1-2001 for this format. */

message5 ("File %s is a %s while file %s is a %s\n",
    file_label[0] ? file_label[0] : cmp.file[0].name,
    file_type (&cmp.file[0].stat),
    file_type (&cmp.file[1].stat));

    /* This is a difference. */
    status = EXIT_FAILURE;
}
else if (S_ISLNK (cmp.file[0].stat.st_mode)
    || S_ISLNK (cmp.file[1].stat.st_mode))
{
    /* We get here only if we use lstat(), not stat(). */
    assert (no_dereference_symlinks);

    if (S_ISLNK (cmp.file[0].stat.st_mode)
        && S_ISLNK (cmp.file[1].stat.st_mode))
    {
        /* Compare the values of the symbolic links. */
        char *link_value[2] = { NULL, NULL };

        for (f = 0; f < 2; f++)
        {
            link_value[f] = xreadlink (cmp.file[f].name);
            if (link_value[f] == NULL)
                {
                    perror_with_name (cmp.file[f].name);
                    status = EXIT_TROUBLE;
                    break;
                }
        }
        if (status == EXIT_SUCCESS)
        {
            if ( ! STREQ (link_value[0], link_value[1]))
                {
                    message ("Symbolic links %s and %s differ\n",
                        cmp.file[0].name, cmp.file[1].name);
                    /* This is a difference. */
                    status = EXIT_FAILURE;
                }
        }
    }
    else
    {
        /* We have two files that are not to be compared, because
one of them is a symbolic link and the other one is not. */

message5 ("File %s is a %s while file %s is a %s
",
    file_label[0] ? file_label[0] : cmp.file[0].name,
    file_type (&cmp.file[0].stat),
    file_type (&cmp.file[1].stat));

/* This is a difference. */
status = EXIT_FAILURE;
}
else if (files_can_be_treated_as_binary
    && S_ISREG (cmp.file[0].stat.st_mode)
    && S_ISREG (cmp.file[1].stat.st_mode)
    && cmp.file[0].stat.st_size != cmp.file[1].stat.st_size)
{
    message ("Files %s and %s differ
",
        file_label[0] ? file_label[0] : cmp.file[0].name,
    status = EXIT_FAILURE;
}
else
{
    /* Both exist and neither is a directory. */

    /* Open the files and record their descriptors. */

    int oflags = O_RDONLY | (binary ? O_BINARY : 0);

    if (cmp.file[0].desc == UNOPENED)
    
    if ((cmp.file[0].desc = open (cmp.file[0].name, oflags, 0)) < 0)
    {
        perror_with_name (cmp.file[0].name);
        status = EXIT_TROUBLE;
    }
    if (cmp.file[1].desc == UNOPENED)
    {
        if (same_files)
            cmp.file[1].desc = cmp.file[0].desc;
        else if ((cmp.file[1].desc = open (cmp.file[1].name, oflags, 0)) < 0)
        {
            perror_with_name (cmp.file[1].name);
            status = EXIT_TROUBLE;
        }
    }

    /* Compare the files, if no error was found. */
if (status == EXIT_SUCCESS)
status = diff_2_files (&cmp);

/* Close the file descriptors. */

if (0 <= cmp.file[0].desc && close (cmp.file[0].desc) != 0)
{
perror_with_name (cmp.file[0].name);
status = EXIT_TROUBLE;
}
if (0 <= cmp.file[1].desc && cmp.file[0].desc != cmp.file[1].desc
&& close (cmp.file[1].desc) != 0)
{
perror_with_name (cmp.file[1].name);
status = EXIT_TROUBLE;
}

/* Now the comparison has been done, if no error prevented it,
and STATUS is the value this function will return. */

if (status == EXIT_SUCCESS)
{
  if (report_identical_files && !DIR_P (0))
    message ("Files %s and %s are identical\n", file_label[0] ? file_label[0] : cmp.file[0].name,
  else
    {
    /* Flush stdout so that the user sees differences immediately.
       This can hurt performance, unfortunately. */
    if (fflush (stdout) != 0)
      pfatal_with_name (_("standard output"));
    }
}

free (free0);
free (free1);

return status;

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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## Source Code

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* https://github.com/eclipse-ee4j/jaxrs-api

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1.209 jna 4.5.1

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Metadata-Version: 1.0
Name: wsgiref
Version: 0.1.2
Summary: WSGI (PEP 333) Reference Library
Home-page: http://cheeseshop.python.org/pypi/wsgiref
Author: Phillip J. Eby
Author-email: web-sig@python.org
License: PSF or ZPL
Description: This is a standalone release of the `wsgiref` library to be included in
Python 2.5. For the standalone version's documentation, see:

**HTML**
http://peak.telecommunity.com/wsgiref_docs/

**PDF**
http://peak.telecommunity.com/wsgiref.pdf

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**1.211 netty-buffer 4.1.42.Final**

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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
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  jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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* configure.ac, Makefile.am: The original versions were derived from the
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* atf-c/ui.c: The format_paragraph and format_text functions were
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3a0982da308228d796df35f98d787c5cff2bb5b6.

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* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
These files were derived from the file_handle, systembuf, pipe and pistream
classes and tests found in the Boost.Process library.

  Author: Julio Merino <jmmv84@gmail.com>
* admin/check-style.sh, admin/check-style-common.awk,
admin/check-style-cpp.awk, admin/check-style-shell.awk: These files,
except the first one, were first implemented in the Buildtool project.
They were later adapted to be part of Boost.Process and, during that
process, the shell script was created.

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1.222 slf4j-log4j 1.7.25

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* javax.annotation:javax.annotation-api
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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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1.224 bzip2 1.0.6

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   minibz2
   libbz2.dll test program.
   by Yoshioka Tsuneo (tsuneo@rr.iij4u.or.jp)
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   usage: minibz2 [-d] [-{1,2,..9}] [[srcfilename] destfilename]
*/

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1.226 pcre 8.32 17.el7

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1.227 fdisk 2.23.2

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 */

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0
---

#1: 32 7648 0x83
#2: 7680 8704 0xa5
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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2d0f05067c18f2cf9 bsd.img
---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
__ts_dev__1 2048 4095 1024 83 Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
__ts_dev__1 2048 4095 1024 83 Linux
__ts_dev__2 4096 20479 8192 a5 FreeBSD

Create default BSD
2e1cee529cb59e9341afe0443f196a1 bsd.img

---layout--------
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Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#       start       end      size     fstype   [fsize bsize   cpg]
c:     4096     20479     16384     unused        0     0
d:     0     16064     16065     unused        0     0

BSD disklabel command (m for help):
Command (m for help):
-------------------

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them. Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#       start       end      size     fstype   [fsize bsize   cpg]
a:     4096      6144      2049     4.2BSD        0     0     0
c:     4096     20479     16384     unused        0     0
d:     0     16064     16065     unused        0     0

BSD disklabel command (m for help):
Command (m for help):
-------------------

Changes will remain in memory only, until you decide to write them. Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0  unused           5  4.1BSD           9  4.4LFS           d  boot
1.228 jsr305 3.0.2

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Found in path(s):
* /opt/cola/permits/1135861076_1613617584.8/0/jsr305-3-0-2-sources-4-
  jar/javax/annotation/concurrent/GuardedBy.java
* /opt/cola/permits/1135861076_1613617584.8/0/jsr305-3-0-2-sources-4-
  jar/javax/annotation/concurrent/ThreadSafe.java
* /opt/cola/permits/1135861076_1613617584.8/0/jsr305-3-0-2-sources-4-
  jar/javax/annotation/concurrent/Immutable.java
* /opt/cola/permits/1135861076_1613617584.8/0/jsr305-3-0-2-sources-4-
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1.229 kafka-agent 0.20.0-SNAPSHOT

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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>* 
* That `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 examples that will give 
* you the basic idea on which option does what.
* 
* 2 bytes length field at offset 0, do not strip header

* The value of the length field in this example is `12 (0x0C)` 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.

```
> lengthFieldOffset = 0
> lengthFieldLength = 2
> 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" |
+--------+----------------+      +--------+----------------+

```

* 2 bytes length field at offset 0, strip header

Because we can get the length of the content by calling 
* `ByteBuf#readableBytes()`, you might want to strip the length 
* field by specifying `initialBytesToStrip`. In this example, we 
* specified `2`, that is same with the length of the length field, to 
* strip the first two bytes.

```
> lengthFieldOffset = 0
> lengthFieldLength = 2
> lengthAdjustment = 0
> initialBytesToStrip = 2 (= the length of the Length field)
```

```
BEFORE DECODE (14 bytes)     AFTER DECODE (12 bytes)
+--------+----------------+      +--------+----------------+
| Length | Actual Content |----->| Actual Content |
| 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+

```

* 2 bytes length field at offset 0, do not strip header, the length field 
* represents the length of the whole message
In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero lengthAdjustment. Because the length value in this example message is always greater than the body length by 2, we specify lengthAdjustment = -2 for compensation.

lengthFieldOffset = 0
lengthFieldLength = 2
lengthAdjustment = -2 (= 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" |
+--------+----------------+      +--------+----------------+

h3>3 bytes length field at the end of 5 bytes header, do not strip header

The following message is a simple variation of the first example. An extra header value is prepended to the message. lengthAdjustment is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

lengthFieldOffset = 2 (= the length of Header 1)
lengthFieldLength = 3
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" |
+----------+----------+----------------+      +----------+----------+----------------+

h3>3 bytes length field at the beginning of 5 bytes header, do not strip header

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 lengthAdjustment so that the decoder counts the extra header into the frame length calculation.

lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Length  | Header 1 | Actual Content |----->| Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
strip the first header field and the length field</h3>

* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don’t want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = = <b>3</b> (= the length of HDR1 + LEN)
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +------|--------|------|----------------+      +------|----------------+
* | HDR1  | Length | HDR2  | Actual Content |----->| HDR2  | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------|--------|------|----------------+      +------|----------------+
* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
strip the first header field and the length field, the length field
represents the length of the whole message</h3>

* Let’s give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>
* Please note that we don’t need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = 3

* Before Decode (16 bytes) After Decode (13 bytes)

<table>
<thead>
<tr>
<th>HDR1</th>
<th>Length</th>
<th>HDR2</th>
<th>Actual Content</th>
<th>HDR2</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xCA</td>
<td>0x0010</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>

* @see LengthFieldPrepender

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 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
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 * Utility class for [link ByteBuf] that encodes and decodes to and from
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 * <p>
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NekoHTML is written using the Xerces Native Interface (XNI) that is the
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*/

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0
---

#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2ef9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optional): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot      Start         End      Blocks   Id  System
-------------------
Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optional): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot      Start         End      Blocks   Id  System
__ts_dev__1            2048        4095        1024   83  Linux
-------------------
Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
Device Boot Start End Blocks Id System
__ts_dev__1   2048 4095  1024   83  Linux
__ts_dev__2   4096 20479  8192  a5 FreeBSD

Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#  start   end   size  ftype [fsiz bsize cpg]
c:  4096  20479  16384  unused 0 0
d:  0  16064  16065  unused 0 0

BSD disklabel command (m for help):
Command (m for help):

b5c121c2091b2ff26b880551feca7112 bsd.img

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
# start   end   size    fstype  [fsizer bsize  cpg]
a:  4096   6144  2048  4.2BSD   0   0   0
b:  4096   8192  4096  4.4LFS   0   0   0
c:  4096  20479 16384 unused   0   0   0
d:   0   16064 16065 unused   0   0

BSD disklabel command (m for help):
Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0  unused   5  4.1BSD   9  4.4LFS   d  boot
1  swap     6  Eighth Edition a  unknown   e  ADOS
2 Version 6  7  4.2BSD   b  HPFS    f  HFS
3 Version 7  8  MS-DOS   c  ISO-9660   10 AdvFS
4 System V

BSD disklabel command (m for help):

1.240 glib 2.56.1 5.el7

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Version 2.1, February 1999

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1.241 util-linux 2.23.2 63.el7
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*/

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0
---

#1:    32   7648  0x83
#2:   7680   8704  0xa5
#5:   7936   4864  0x7 (freebsd)
#6:  12544   3584  0x7 (freebsd)

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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

<table>
<thead>
<tr>
<th>Device</th>
<th>Boot</th>
<th>Start</th>
<th>End</th>
<th>Blocks</th>
<th>Id</th>
<th>System</th>
</tr>
</thead>
<tbody>
<tr>
<td>__ts_dev__1</td>
<td></td>
<td>2048</td>
<td>4095</td>
<td>1024</td>
<td>83</td>
<td>Linux</td>
</tr>
</tbody>
</table>

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8dfe51a88a045db233418dd73fbe bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

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<td>2048</td>
<td>4095</td>
<td>1024</td>
<td>83</td>
<td>Linux</td>
</tr>
<tr>
<td>__ts_dev__2</td>
<td></td>
<td>4096</td>
<td>20479</td>
<td>8192</td>
<td>a5</td>
<td>FreeBSD</td>
</tr>
</tbody>
</table>

Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#     start   end   size   fstype [fsise bsize cpg]
c:  4096   20479    16384   unused   0   0
d:   0    16064   16065   unused   0   0

BSD disklabel command (m for help):
Command (m for help):

-------------------
Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#   start   end   size   fstype   [fsizesize cpg]
a:  4096   6144   2049   4.2BSD     0 0 0
b:  4096   20479  16384   unused     0 0

d:  0     16064  16065   unused     0 0

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

<table>
<thead>
<tr>
<th>0</th>
<th>unused</th>
<th>5  4.1BSD</th>
<th>9  4.4LFS</th>
<th>d  boot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>swap</td>
<td>6  Eighth Edition</td>
<td>a  unknown</td>
<td>e  ADOS</td>
</tr>
<tr>
<td>2</td>
<td>Version 6</td>
<td>7  4.2BSD</td>
<td>b  HPFS</td>
<td>f  HFS</td>
</tr>
<tr>
<td>3</td>
<td>Version 7</td>
<td>8  MS-DOS</td>
<td>c  ISO-9660</td>
<td>10  AdvFS</td>
</tr>
<tr>
<td>4</td>
<td>System V</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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1.242 chardet 2.2.1
1.242.1 Available under license :

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Version 2.1, February 1999

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#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# Schema and query extracted from Skrooge.org.
#
do_test fuzz-oss1-skrooge {
    db eval {
CREATE TABLE parameters (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_uuid_parent TEXT NOT NULL DEFAULT ",t_name TEXT NOT NULL,t_value TEXT NOT NULL DEFAULT ",b_blob BLOB,d_lastmodifdate DATE NOT NULL DEFAULT CURRENT_TIMESTAMP,i_tmp INTEGER NOT NULL DEFAULT 0);
CREATE TABLE doctransaction (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL,t_mode VARCHAR(1) DEFAULT 'U' CHECK (t_mode IN ('U', 'R')) ,d_date DATE NOT NULL,t_savestep VARCHAR(1) DEFAULT 'N' CHECK (t_savestep IN ('Y', 'N')) ,i_parent INTEGER, t_refreshviews VARCHAR(1) DEFAULT 'Y' CHECK (t_refreshviews IN ('Y', 'N')));
CREATE TABLE doctransactionitem (id INTEGER NOT NULL,i_object_id INTEGER NOT NULL,d_date DATE NOT NULL,t_object_table TEXT NOT NULL,t_action VARCHAR(1) DEFAULT 'I' CHECK (t_action IN ('I', 'U', 'D')) ,t_sqlorder TEXT NOT NULL DEFAULT ");
CREATE TABLE doctransactionmsg (id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT, rd_doctransaction_id INTEGER NOT NULL,i_object_id INTEGER NOT NULL,d_date DATE NOT NULL,t_object_table TEXT NOT NULL DEFAULT ");
CREATE TABLE unitvalue(id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT, rd_unit_id INTEGER NOT NULL,d_date DATE NOT NULL,f_quantity FLOAT NOT NULL CHECK (f_quantity>=0));
CREATE TABLE bank (id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT,t_name TEXT NOT NULL DEFAULT ",t_bank_number TEXT NOT NULL DEFAULT ",t_icon TEXT NOT NULL DEFAULT ");
CREATE TABLE unit(id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT,t_name TEXT NOT NULL,t_symbol TEXT NOT NULL DEFAULT ",t_country TEXT NOT NULL DEFAULT ",t_type VARCHAR(1) NOT NULL DEFAULT 'C' CHECK (t_type IN ('1', '2', 'C', 'S', 'I', 'O')) ,t_internet_code TEXT NOT NULL DEFAULT ");
CREATE TABLE unitvalue(id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT, rd_unit_id INTEGER NOT NULL,d_date DATE NOT NULL,f_quantity FLOAT NOT NULL CHECK (f_quantity>=0));
CREATE TABLE bank (id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT,t_name TEXT NOT NULL DEFAULT ",t_bank_number TEXT NOT NULL DEFAULT ",t_icon TEXT NOT NULL DEFAULT ");
CREATE TABLE interest(id INTEGER NOT NULL PRIMARY KEY AUTO_INCREMENT, rd_account_id INTEGER NOT NULL,d_date DATE NOT NULL,f_rate FLOAT NOT NULL CHECK (f_rate>=0),t_income_value_date_mode VARCHAR(1) NOT NULL DEFAULT 'F' CHECK (t_income_value_date_mode IN ('F', '0', '1', '2', '3', '4', '5')) ,t_expenditure_value_date_mode VARCHAR(1) NOT NULL DEFAULT 'F' CHECK (t_expenditure_value_date_mode IN ('F', '0', '1', '2', '3', '4', '5')) ,t_base VARCHAR(3) NOT NULL DEFAULT '24' CHECK (t_base IN ('24', '360', '365')));
}
CREATE TABLE `operation` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `i_group_id` INTEGER NOT NULL DEFAULT 0,
  `i_number` INTEGER DEFAULT 0 CHECK (i_number >= 0),
  `d_date` DATE NOT NULL DEFAULT '0000-00-00',
  `rd_account_id` INTEGER NOT NULL,
  `t_mode` TEXT NOT NULL DEFAULT '',
  `r_payee_id` INTEGER NOT NULL DEFAULT 0,
  `t_comment` TEXT NOT NULL DEFAULT '',
  `r_unit_id` INTEGER NOT NULL,
  `t_status` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_status IN ('N', 'P', 'Y')),
  `t_bookmarked` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),
  `t_imported` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_imported IN ('Y', 'N')),
  `t_template` VARCHAR(1) NOT NULL DEFAULT 'Y' CHECK (t_template IN ('Y', 'N')),
  `r_refund_id` INTEGER NOT NULL DEFAULT 0,
  `t_formula` TEXT NOT NULL DEFAULT '',
  `i_tmp` INTEGER NOT NULL DEFAULT 0,
  `r_recurrentoperation_id` INTEGER NOT NULL DEFAULT 0);

CREATE TABLE `operationbalance` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `f_balance` FLOAT NOT NULL DEFAULT 0,
  `r_operation_id` INTEGER NOT NULL);

CREATE TABLE `refund` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `t_name` TEXT NOT NULL DEFAULT '',
  `t_comment` TEXT NOT NULL DEFAULT '',
  `t_close` VARCHAR(1) DEFAULT 'N' CHECK (t_close IN ('Y', 'N')));

CREATE TABLE `payee` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `t_name` TEXT NOT NULL DEFAULT '',
  `t_address` TEXT NOT NULL DEFAULT '',
  `t_bookmarked` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')));

CREATE TABLE `suboperation` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `t_comment` TEXT NOT NULL DEFAULT '',
  `rd_operation_id` INTEGER NOT NULL,
  `r_category_id` INTEGER NOT NULL DEFAULT 0,
  `f_value` FLOAT NOT NULL DEFAULT 0.0,
  `i_tmp` INTEGER NOT NULL DEFAULT 0,
  `r_refund_id` INTEGER NOT NULL DEFAULT 0,
  `t_formula` TEXT NOT NULL DEFAULT '');

CREATE TABLE `rule` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `t_description` TEXT NOT NULL DEFAULT '',
  `t_definition` TEXT NOT NULL DEFAULT '',
  `t_action_description` TEXT NOT NULL DEFAULT '',
  `t_action_definition` TEXT NOT NULL DEFAULT '',
  `t_action_type` VARCHAR(1) DEFAULT 'S' CHECK (t_action_type IN ('S', 'U', 'A')),
  `t_bookmarked` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),
  `f_sortorder` FLOAT);

CREATE TABLE `budget` (
  `id` INTEGER NOT NULL DEFAULT 0,
  `i_category` INTEGER NOT NULL DEFAULT 0,
  `i_year` INTEGER NOT NULL DEFAULT 2010,
  `i_month` INTEGER NOT NULL DEFAULT 0 CHECK (i_month >= 0 AND i_month <= 12),
  `f_budgeted` FLOAT NOT NULL DEFAULT 0.0,
  `f_budgeted_modified` FLOAT NOT NULL DEFAULT 0.0,
  `f_transferred` FLOAT NOT NULL DEFAULT 0.0,
  `i_year` INTEGER NOT NULL DEFAULT 2010,
  `i_month` INTEGER NOT NULL DEFAULT 0 CHECK (i_month >= 0 AND i_month <= 12),
  `t_category` TEXT NOT NULL DEFAULT '',
  `t_bookmarked` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),
  `t_rule` TEXT NOT NULL DEFAULT '',
  `t_absolute` TEXT NOT NULL DEFAULT 'Y' CHECK (t_absolute IN ('Y', 'N')));

CREATE TABLE `budgetcategory` (
  `id` INTEGER NOT NULL DEFAULT 0,
  `i_category` INTEGER NOT NULL DEFAULT 0,
  `i_year` INTEGER NOT NULL DEFAULT 2010,
  `i_month` INTEGER NOT NULL DEFAULT 0 CHECK (i_month >= 0 AND i_month <= 12),
  `t_category` TEXT NOT NULL DEFAULT '',
  `t_bookmarked` VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),
  `t_rule` TEXT NOT NULL DEFAULT '',
  `t_absolute` TEXT NOT NULL DEFAULT 'Y' CHECK (t_absolute IN ('Y', 'N')));

CREATE TABLE `recurrentoperation` (
  `id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
  `d_date` DATE NOT NULL DEFAULT '0000-00-00',
  `rd_operation_id` INTEGER NOT NULL,
  `i_period_increment` INTEGER NOT NULL DEFAULT 1 CHECK (i_period_increment >= 0),
  `t_period_unit` TEXT NOT NULL DEFAULT 'Y' CHECK (t_period_unit IN ('D', 'W', 'M', 'Y')),
CREATE TABLE "category" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '' CHECK (t_name NOT LIKE '% > %'),t_fullname TEXT,rd_category_id INT,t_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')));
CREATE TABLE "account"(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL,t_number TEXT NOT NULL DEFAULT '',t_agency_number TEXT NOT NULL DEFAULT '',t_agency_address TEXT NOT NULL DEFAULT '',t_comment TEXT NOT NULL DEFAULT '',t_close VARCHAR(1) DEFAULT 'N' CHECK (t_close IN ('Y', 'N')),t_type VARCHAR(1) NOT NULL DEFAULT 'C' CHECK (t_type IN ('C', 'D', 'A', 'I', 'L', 'W', 'O')),t_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),rd_bank_id INTEGER NOT NULL);
CREATE TABLE "node" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '' CHECK (t_name NOT LIKE '% > %'),t_fullname TEXT,t_icon TEXT DEFAULT '',f_sortorder FLOAT,t_autostart VARCHAR(1) DEFAULT 'N' CHECK (t_autostart IN ('Y', 'N')),t_data TEXT,rd_node_id INT CONSTRAINT fk_id REFERENCES node(id) ON DELETE CASCADE);
CREATE TABLE vm_category_display_tmp(id INT,t_name TEXT,t_fullname TEXT,rd_category_id INT,t_bookmarked TEXT,i_NBOPERATIONS,f_REALCURRENTAMOUNT);
CREATE TABLE vm_budget_tmp(id INT,rc_category_id INT,t_including_subcategories TEXT,f_budgeted REAL,f_budgeted_modified REAL,f_transferred REAL,i_year INT,i_month INT,t_CATEGORY,t_PERIOD,f_CURRENTAMOUNT,t_RULES);
CREATE INDEX idx_doctransaction_parent ON doctransaction (i_parent);
CREATE INDEX idx_doctransactionitem_i_object_id ON doctransactionitem (i_object_id);
CREATE INDEX idx_doctransactionitem_t_object_table ON doctransactionitem (t_object_table);
CREATE INDEX idx_doctransactionitem_t_action ON doctransactionitem (t_action);
CREATE INDEX idx_doctransactionitem_rd_doctransaction_id ON doctransactionitem (rd_doctransaction_id);
CREATE INDEX idx_doctransactionitem_optimization ON doctransactionitem (rd_doctransaction_id, i_object_id, t_object_table, t_action, id);
CREATE INDEX idx_unit_unit_id ON unitvalue(rd_unit_id);
CREATE TRIGGER cpt_node_fullname1 AFTER INSERT ON node BEGIN UPDATE node SET t_fullname=CASE WHEN new.rd_node_id IS NULL OR new.rd_node_id='' OR new.rd_node_id=0 THEN new.t_name ELSE (SELECT c.t_fullname from node c where c.id=new.rd_node_id)|| ' > '||new.t_name END WHERE id=new.id;END;
CREATE TRIGGER cpt_node_fullname2 AFTER UPDATE OF t_name, rd_node_id ON node BEGIN UPDATE node SET t_fullname=CASE WHEN new.rd_node_id IS NULL OR new.rd_node_id='' OR new.rd_node_id=0 THEN new.t_name ELSE (SELECT c.t_fullname from node c where c.id=new.rd_node_id)|| ' > '||new.t_name END WHERE id=new.id;UPDATE node SET t_name=t_name WHERE rd_node_id=new.id;END;
CREATE TRIGGER fki_account_bank_rd_bank_id_id BEFORE INSERT ON account FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (bank est utilis par account) Nom de la contrainte: fki_account_bank_rd_bank_id_id') WHERE NEW.rd_bank_id!=0 AND NEW.rd_bank_id!='' AND (SELECT id FROM bank WHERE id = NEW.rd_bank_id) IS NULL; END;
CREATE TRIGGER fku_account_bank_rd_bank_id_id BEFORE UPDATE ON account FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (bank est utilis par account) Nom de la contrainte: fku_account_bank_rd_bank_id_id') WHERE NEW.rd_bank_id!=0 AND NEW.rd_bank_id!='' AND (SELECT id FROM bank WHERE id = NEW.rd_bank_id) IS NULL; END;
CREATE TRIGGER fkdc_bank_account_id_rd_bank_id BEFORE DELETE ON bank FOR EACH ROW BEGIN DELETE FROM account WHERE account.rd_bank_id = OLD.id; END;
CREATE TRIGGER fki_budget_category_rc_category_id_id BEFORE INSERT ON budget FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (category est utilis par budget) Nom de la contrainte: fki_budget_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fku_budget_category_rc_category_id_id BEFORE UPDATE ON budget FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par budget) Nom de la contrainte: fku_budget_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fkdc_budget_category_rc_category_id_id BEFORE DELETE ON category FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de dtruire un objet (category est utilis par budget) Nom de la contrainte: fkdc_budget_category_rc_category_id_id') WHERE (SELECT rc_category_id FROM budget WHERE rc_category_id = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_budgetrule_category_rc_category_id_target_id BEFORE INSERT ON budgetrule FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (category est utilis par budgetrule) Nom de la contrainte: fki_budgetrule_category_rc_category_id_target_id') WHERE NEW.rc_category_id_target!=0 AND NEW.rc_category_id_target!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id_target) IS NULL; END;
CREATE TRIGGER fku_budgetrule_category_rc_category_id_target_id BEFORE UPDATE ON budgetrule FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par budgetrule) Nom de la contrainte: fku_budgetrule_category_rc_category_id_target_id') WHERE NEW.rc_category_id_target!=0 AND NEW.rc_category_id_target!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id_target) IS NULL; END;
EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par budgetrule)
Nom de la contrainte: fku_budgetrule_category_rc_category_id_target_id') WHERE
NEW.rc_category_id_target!=0 AND NEW.rc_category_id_target!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id_target) IS NULL; END;
CREATE TRIGGER fk_budgetrule_category_rc_category_id_target_id BEFORE DELETE ON category FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de dtruire un objet (category est utilis par budgetrule)
Nom de la contrainte: fk_budgetrule_category_rc_category_id_target_id') WHERE (SELECT rc_category_id_target FROM budgetrule WHERE rc_category_id_target = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_category_category_rd_category_id_id BEFORE INSERT ON category FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (category est utilis par category)
Nom de la contrainte: fki_category_category_rd_category_id_id') WHERE NEW.rd_category_id!=0 AND NEW.rd_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rd_category_id) IS NULL; END;
CREATE TRIGGER fku_category_category_rd_category_id_id BEFORE UPDATE ON category FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par category)
Nom de la contrainte: fku_category_category_rd_category_id_id') WHERE NEW.rd_category_id!=0 AND NEW.rd_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rd_category_id) IS NULL; END;
CREATE TRIGGER fkdc_category_category_id_rd_category_id BEFORE DELETE ON category FOR EACH ROW BEGIN DELETE FROM category WHERE category.rd_category_id = OLD.id; END;
CREATE TRIGGER fki_doctransactionitem_doctransaction_rd_doctransaction_id_id BEFORE INSERT ON doctransactionitem FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (doctransaction est utilis par doctransactionitem)
Nom de la contrainte: fki_doctransactionitem_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!='' AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;
CREATE TRIGGER fku_doctransactionitem_doctransaction_rd_doctransaction_id_id BEFORE UPDATE ON doctransactionitem FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (doctransaction est utilis par doctransactionitem)
Nom de la contrainte: fku_doctransactionitem_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!='' AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;
CREATE TRIGGER fkdc_doctransactionitem_doctransactionitem_id_rd_doctransaction_id BEFORE DELETE ON doctransactionitem WHERE doctransactionitem.rd_doctransaction_id = OLD.id; END;
CREATE TRIGGER fki_doctransactionmsg_doctransaction_rd_doctransaction_id_id BEFORE INSERT ON doctransactionmsg FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (doctransaction est utilis par doctransactionmsg)
Nom de la contrainte: fki_doctransactionmsg_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!='' AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;
CREATE TRIGGER fku_doctransactionmsg_doctransaction_rd_doctransaction_id_id BEFORE UPDATE ON doctransactionmsg FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (doctransaction est utilis par doctransactionmsg)
Nom de la contrainte: fku_doctransactionmsg_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!='' AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;
CREATE TRIGGER fkdc_doctransaction_doctransactionmsg_id_rd_doctransaction_id BEFORE DELETE ON doctransaction
doctransaction FOR EACH ROW BEGIN DELETE FROM doctransactionmsg WHERE doctransactionmsg.rd_doctransaction_id = OLD.id; END;
CREATE TRIGGER fki_interest_account_rd_account_id_id BEFORE INSERT ON interest FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (account est utilis par interest) Nom de la contrainte: fki_interest_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!='' AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fku_interest_account_rd_account_id_id BEFORE UPDATE ON interest FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (account est utilis par interest) Nom de la contrainte: fku_interest_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!='' AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fkdc_account_interest_id_rd_account_id BEFORE DELETE ON account FOR EACH ROW BEGIN DELETE FROM interest WHERE interest.rd_account_id = OLD.id; END;
CREATE TRIGGER fki_node_node_rd_node_id_id BEFORE INSERT ON node FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (node est utilis par node) Nom de la contrainte: fki_node_node_rd_node_id_id') WHERE NEW.rd_node_id!=0 AND NEW.rd_node_id!='' AND (SELECT id FROM node WHERE id = NEW.rd_node_id) IS NULL; END;
CREATE TRIGGER fku_node_node_rd_node_id_id BEFORE UPDATE ON node FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (node est utilis par node) Nom de la contrainte: fku_node_node_rd_node_id_id') WHERE NEW.rd_node_id!=0 AND NEW.rd_node_id!='' AND (SELECT id FROM node WHERE id = NEW.rd_node_id) IS NULL; END;
CREATE TRIGGER fkdc_node_node_id_rd_node_id BEFORE DELETE ON node FOR EACH ROW BEGIN DELETE FROM node WHERE node.rd_node_id = OLD.id; END;
CREATE TRIGGER fki_operation_account_rd_account_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (account est utilis par operation) Nom de la contrainte: fki_operation_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!='' AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fku_operation_account_rd_account_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (account est utilis par operation) Nom de la contrainte: fku_operation_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!='' AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fkdc_account_operation_id_rd_account_id BEFORE DELETE ON account FOR EACH ROW BEGIN DELETE FROM operation WHERE operation.rd_account_id = OLD.id; END;
CREATE TRIGGER fki_operation_payee_r_payee_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (payee est utilis par operation) Nom de la contrainte: fki_operation_payee_r_payee_id_id') WHERE NEW.r_payee_id!=0 AND NEW.r_payee_id!='' AND (SELECT id FROM payee WHERE id = NEW.r_payee_id) IS NULL; END;
CREATE TRIGGER fku_operation_payee_r_payee_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (payee est utilis par operation) Nom de la contrainte: fku_operation_payee_r_payee_id_id') WHERE NEW.r_payee_id!=0 AND NEW.r_payee_id!='' AND (SELECT id FROM payee WHERE id = NEW.r_payee_id) IS NULL; END;
CREATE TRIGGER fkdc_operation_payee_r_payee_id_id BEFORE DELETE ON payee FOR EACH ROW BEGIN UPDATE operation SET r_payee_id=0 WHERE r_payee_id=OLD.id; END;
CREATE TRIGGER fki_operation_unit_rc_unit_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilis par operation) Nom de la contrainte: fki_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!='' AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fku_operation_unit_rc_unit_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilis par operation) Nom de la contrainte: fku_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!='' AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fkdc_operation_unit_rc_unit_id_id BEFORE DELETE ON unit FOR EACH ROW BEGIN UPDATE operation SET r_unit_id=0 WHERE r_unit_id=OLD.id; END;
CREATE TRIGGER fki_operation_unit_rc_unit_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilis par operation) Nom de la contrainte: fki_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!='' AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fku_operation_unit_rc_unit_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilis par operation) Nom de la contrainte: fku_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!='' AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fkdc_operation_unit_rc_unit_id_id BEFORE DELETE ON unit FOR EACH ROW BEGIN UPDATE operation SET r_unit_id=0 WHERE r_unit_id=OLD.id; END;

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Nom de la contrainte: fku_operation_unit_rc_unit_id_id) WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!=" AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fkd_operation_unit_rc_unit_id_id BEFORE DELETE ON unit FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de druire un objet (unit est utilis par operation)
Nom de la contrainte: fkd_operation_unit_rc_unit_id_id) WHERE (SELECT rc_unit_id FROM operation WHERE rc_unit_id = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_operation_recurrentoperation_r_recurrentoperation_id_id BEFORE INSERT ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (recurrentoperation est utilis par operation)
Nom de la contrainte: fki_operation_recurrentoperation_r_recurrentoperation_id_id) WHERE NEW.r_recurrentoperation_id!=0 AND NEW.r_recurrentoperation_id!=" AND (SELECT id FROM recurrentoperation WHERE id = NEW.r_recurrentoperation_id) IS NULL; END;
CREATE TRIGGER fku_operation_recurrentoperation_r_recurrentoperation_id_id BEFORE UPDATE ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (recurrentoperation est utilis par operation)
Nom de la contrainte: fku_operation_recurrentoperation_r_recurrentoperation_id_id) WHERE NEW.r_recurrentoperation_id!=0 AND NEW.r_recurrentoperation_id!=" AND (SELECT id FROM recurrentoperation WHERE id = NEW.r_recurrentoperation_id) IS NULL; END;
CREATE TRIGGER fkd_operation_recurrentoperation_r_recurrentoperation_id_id BEFORE DELETE ON recurrentoperation FOR EACH ROW BEGIN UPDATE operation SET r_recurrentoperation_id=0 WHERE r_recurrentoperation_id=OLD.id; END;
CREATE TRIGGER fki_operationbalance_operation_r_operation_id_id BEFORE INSERT ON operationbalance FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (operation est utilis par operationbalance)
Nom de la contrainte: fki_operationbalance_operation_r_operation_id_id) WHERE NEW.r_operation_id!=0 AND NEW.r_operation_id!=" AND (SELECT id FROM operation WHERE id = NEW.r_operation_id) IS NULL; END;
CREATE TRIGGER fku_operationbalance_operation_r_operation_id_id BEFORE UPDATE ON operationbalance FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par operationbalance)
Nom de la contrainte: fku_operationbalance_operation_r_operation_id_id) WHERE NEW.r_operation_id!=0 AND NEW.r_operation_id!=" AND (SELECT id FROM operation WHERE id = NEW.r_operation_id) IS NULL; END;
CREATE TRIGGER fkd_operationbalance_operation_r_operation_id_id BEFORE DELETE ON operationbalance FOR EACH ROW BEGIN UPDATE operationbalance SET r_operation_id=0 WHERE r_operation_id=OLD.id; END;
CREATE TRIGGER fki_recurrentoperation_operation_rd_operation_id_id BEFORE INSERT ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (operation est utilis par recurrentoperation)
Nom de la contrainte: fki_recurrentoperation_operation_rd_operation_id_id) WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id!=" AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fku_recurrentoperation_operation_rd_operation_id_id BEFORE UPDATE ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par recurrentoperation)
Nom de la contrainte: fku_recurrentoperation_operation_rd_operation_id_id) WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id!=" AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fkdc_operation_recurrentoperation_rd_operation_id_id BEFORE DELETE ON recurrentoperation FOR EACH ROW BEGIN DELETE FROM recurrentoperation WHERE recurrentoperation.rd_operation_id =
OLD.id; END;
CREATE TRIGGER fki_suboperation_operation_rd_operation_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (operation est utilis par suboperation)
Nom de la contrainte: fki_suboperation_operation_rd_operation_id_id' WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL;
END;
CREATE TRIGGER fku_suboperation_operation_rd_operation_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par suboperation)
Nom de la contrainte: fku_suboperation_operation_rd_operation_id_id' WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL;
END;
CREATE TRIGGER fkdc_operation_suboperation_id_rd_operation_id BEFORE DELETE ON operation FOR EACH ROW BEGIN DELETE FROM suboperation WHERE suboperation.rd_operation_id = OLD.id; END;
CREATE TRIGGER fki_suboperation_category_r_category_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (category est utilis par suboperation)
Nom de la contrainte: fki_suboperation_category_r_category_id_id' WHERE NEW.r_category_id!=0 AND NEW.r_category_id='' AND (SELECT id FROM category WHERE id = NEW.r_category_id) IS NULL;
END;
CREATE TRIGGER fku_suboperation_category_r_category_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par suboperation)
Nom de la contrainte: fku_suboperation_category_r_category_id_id' WHERE NEW.r_category_id!=0 AND NEW.r_category_id='' AND (SELECT id FROM category WHERE id = NEW.r_category_id) IS NULL;
END;
CREATE TRIGGER fkd_suboperation_category_r_category_id_id BEFORE DELETE ON category FOR EACH ROW BEGIN UPDATE suboperation SET r_category_id=0 WHERE r_category_id=OLD.id; END;
CREATE TRIGGER fki_suboperation_refund_r_refund_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (refund est utilis par suboperation)
Nom de la contrainte: fki_suboperation_refund_r_refund_id_id' WHERE NEW.r_refund_id!=0 AND NEW.r_refund_id='' AND (SELECT id FROM refund WHERE id = NEW.r_refund_id) IS NULL;
END;
CREATE TRIGGER fku_suboperation_refund_r_refund_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (refund est utilis par suboperation)
Nom de la contrainte: fku_suboperation_refund_r_refund_id_id' WHERE NEW.r_refund_id!=0 AND NEW.r_refund_id='' AND (SELECT id FROM refund WHERE id = NEW.r_refund_id) IS NULL;
END;
CREATE TRIGGER fkdc_suboperation_refund_r_refund_id_id BEFORE DELETE ON refund FOR EACH ROW BEGIN DELETE FROM suboperation WHERE r_refund_id=OLD.id; END;
CREATE TRIGGER fki_unit_unit_rd_unit_id_id BEFORE INSERT ON unit FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilis par unit)
Nom de la contrainte: fki_unit_unit_rd_unit_id_id' WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL;
END;
CREATE TRIGGER fku_unit_unit_rd_unit_id_id BEFORE UPDATE ON unit FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilis par unit)
Nom de la contrainte: fku_unit_unit_rd_unit_id_id' WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL;
END;
CREATE TRIGGER fkdc_unit_unit_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unit WHERE rd_unit_id=OLD.id; END;
CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unitvalue est utilis par unitvalue)
Nom de la contrainte: fki_unitvalue_unit_rd_unit_id_id' WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unitvalue WHERE id = NEW.rd_unit_id) IS NULL;
END;
CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unitvalue est utilis par unitvalue)
Nom de la contrainte: fku_unitvalue_unit_rd_unit_id_id' WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unitvalue WHERE id = NEW.rd_unit_id) IS NULL;
END;
CREATE TRIGGER fkdc_unitvalue_unit_id_rd_unit_id BEFORE DELETE ON unitvalue FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unit.rd_unit_id=OLD.id; END;
CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE UPDATE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id=OLD.id; END;
CREATE TRIGGER fkd_vm_budget_tmp_category_rc_category_id_id BEFORE DELETE ON category FOR EACH ROW BEGIN DELETE FROM vm_category_display_tmp WHERE vm_category_display_tmp.rd_category_id=OLD.id; END;
CREATE VIEW v_unit_displayname AS SELECT *, t_name||' ('||t_symbol||')' AS t_displayname FROM unit;
CREATE VIEW v_unit_tmp1 AS SELECT *,(SELECT count(*) FROM unitvalue s WHERE s.rd_unit_id=unit.id) AS i_NBVALUES, (CASE WHEN unit.rd_unit_id=0 THEN '' ELSE (SELECT (CASE WHEN s.t_symbol='' THEN s.t_name END) FROM unit s WHERE s.id=unit.rd_unit_id) END) AS t_UNIT,(CASE unit.t_type WHEN '1' THEN 'Monnaie principale' WHEN '2' THEN 'Monnaie secondaire' WHEN 'C' THEN 'Monnaie' WHEN 'S' THEN 'Action' WHEN 'I' THEN 'Indice' ELSE 'Objet' END) AS t_TYPENLS, (SELECT MIN(s.d_date) FROM  unitvalue s WHERE s.rd_unit_id=unit.id) AS d_MINDATE, (SELECT MAX(s.d_date) FROM  unitvalue s WHERE s.rd_unit_id=unit.id) AS d_MAXDATE from unit;
CREATE VIEW v_unit_tmp2 AS SELECT *,CASE WHEN v_unit_tmp1.t_type='1' THEN 1 ELSE IFNULL((SELECT s.f_quantity FROM unitvalue s WHERE s.rd_unit_id=v_unit_tmp1.id AND s.d_date=v_unit_tmp1.d_MAXDATE),1) END AS f_LASTVALUE from v_unit_tmp1;
CREATE VIEW v_unit AS SELECT *,(SELECT s.id FROM suboperation s WHERE s.rd_operation_id=v_unit_tmp2.id AND abs(s.f_value)=(SELECT MAX(abs(s2.f_value)) FROM suboperation s2 WHERE s2.rd_operation_id=v_unit_tmp2.id)) AS i_MOSTIMPSUBOP,((SELECT
select s.f_CURRENTAMOUNT FROM v_unit s WHERE 
s.id=v_operation_tmp1.rc_unit_id)*v_operation_tmp1.f_QUANTITY) AS f_CURRENTAMOUNT, (CASE WHEN 
v_operation_tmp1.i_group_id<>0 AND EXISTS (SELECT 1 FROM account a WHERE 
v_operation_tmp1.rd_account_id=a.id AND a.t_type='L') AND EXISTS (SELECT 1 FROM v_operation_tmp1 
op2, account a WHERE op2.i_group_id=v_operation_tmp1.i_group_id AND op2.rd_account_id=a.id AND 
a.t_type='L' AND op2.rc_unit_id=v_operation_tmp1.rc_unit_id AND op2.f_QUANTITY= 
v_operation_tmp1.f_QUANTITY) THEN 'Y' ELSE 'N' END) AS t_TRANSFER FROM v_operation_tmp1;
CREATE VIEW v_operation_displayname AS SELECT *, STRFTIME('%d/%m/%Y',d_date)||' '||IFNULL(t_PAYEE,'')||' '||v_operation.f_CURRENTAMOUNT||' '||(SELECT (CASE WHEN s.t_symbol!='' THEN s.t_symbol ELSE s.t_name END) FROM unit s WHERE s.id=v_operation.rc_unit_id) AS t_displayname FROM 
v_operation;
CREATE VIEW v_operation_delete AS SELECT *, (CASE WHEN t_status='Y' THEN 'Vous n’êtes pas autoris 
dtruire cette opération car en t état rapproché' END) t_delete_message FROM operation;
CREATE VIEW v_account AS SELECT *,(SELECT MAX(s.d_date) FROM  interest s WHERE 
s.rd_account_id=account.id) AS d_MAXDATE, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_operation 
s WHERE s.rd_account_id=account.id AND s.t_template='N') AS f_CURRENTAMOUNT FROM account;
CREATE VIEW v_account_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM operation WHERE 
rd_account_id=account.id AND d_date<>''0000-00-00' AND t_template='N' AND t_status='Y') THEN 'Vous n’êtes 
pas autorisé à supprimer ce compte car il contient des opérations rapprochées' END) t_delete_message FROM account;
CREATE VIEW v_bankisplayname AS SELECT *, t_name AS t_displayname FROM bank;
CREATE VIEW v_accountisplayname AS SELECT *, (SELECT t_displayname FROM v_bankisplayname 
WHERE account.rd_bank_id=v_bankisplayname.id)||'-'||t_name AS t_displayname FROM account;
CREATE VIEW v_bank AS SELECT *,(SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_account s 
WHERE s.rd_bank_id=bank.id) AS f_CURRENTAMOUNT FROM bank;
CREATE VIEW v_categoryisplayname AS SELECT *, t_fullname AS t_displayname FROM category;
CREATE VIEW v_category AS SELECT * FROM category;
CREATE VIEW v_recurrentoperation AS SELECT *,i_period_increment||' '||(CASE t_period_unit WHEN 'Y' 
THEN 'anne(s)' WHEN 'M' THEN 'mois' WHEN 'W' THEN 'semaine(s)' ELSE 'jour(s)' END) AS t_PERIODNLS 
FROM recurrentoperation;
CREATE VIEW v_recurrentoperationisplayname AS SELECT *, STRFTIME('%d/%m/%Y',d_date)||' '||SUBSTR((SELECT t_displayname FROM v_operationisplayname WHERE 
v_operationisplayname.id=v_recurrentoperation.rd_operation_id), 11) AS t_displayname FROM 
v_recurrentoperation;
CREATE VIEW v_unitvalueisplay AS SELECT *,IFNULL((SELECT (CASE WHEN s.t_symbol!='' THEN s.t_symbol ELSE s.t_name END) FROM unit s WHERE s.id=(SELECT s2.rd_unit_id FROM unit s2 WHERE 
s2.id=unitvalue.rd_unit_id)),'') AS t_UNIT,STRFTIME('%Y-%m',unitvalue.d_date) AS 
d_DATEMONTH,STRFTIME('%Y',unitvalue.d_date) AS d_DATEYEAR FROM unitvalue;
CREATE VIEW v_suboperationisplay AS SELECT *,IFNULL((SELECT CASE WHEN s.t_symbol='"' THEN 
s.t_symbol ELSE s.t_name END) FROM category s WHERE s.id=v_suboperation.r_category_id),') AS t_CATEGORY, IFNULL((SELECT s.t_name FROM refund s 
WHERE s.id=v_suboperation.r_refund_id),') AS t_REFUND, (CASE WHEN v_suboperation.f_value>=0 THEN 
v_suboperation.f_value ELSE 0 END) AS f_VALUE_INCOME, (CASE WHEN v_suboperation.f_value<=0 THEN 
v_suboperation.f_value ELSE 0 END) AS f_VALUE_EXPENSE FROM v_suboperation;
CREATE VIEW v_suboperationisplayname AS SELECT *, t_CATEGORY||' : '||f_value AS t_displayname 
FROM v_suboperationisplay;
CREATE VIEW v_operationisplay_all AS SELECT *,(SELECT s.t_name FROM account s WHERE 
s.id=v_operation.rd_account_id) AS t_ACCOUNT,(SELECT (CASE WHEN s.t_symbol='"' THEN s.t_symbol 
ELSE s.t_name END) FROM unit s WHERE s.id=v_operation.rc_unit_id) AS t_UNIT,(SELECT s.t_CATEGORY 
FROM v_suboperationisplay s WHERE s.id=v_operation.i_MOSTIMPSUBOP) AS t_CATEGORY,(SELECT
s.REFUND FROM v_suboperation_display s WHERE s.id=v_operation.i_MOSTIMPSUBOP) AS t_REFUND,(CASE WHEN v_operation.f_QUANTITY<0 THEN '-' WHEN v_operation.f_QUANTITY=0 THEN '' ELSE '+' END) AS t_TYPETYPEEXPENSE, (CASE WHEN v_operation.f_QUANTITY<=0 THEN 'Dpense' ELSE 'Revenu' END) AS t_TYPETYPEEXPENSENLS, STRFTIME('%Y-W%W',v_operation.d_date) AS d_DATEWEEK,STRFTIME('%Y-%m',v_operation.d_date) AS d_DATEMONTH,STRFTIME('%Y',v_operation.d_date)||'-Q'||(CASE WHEN STRFTIME('%m',v_operation.d_date)<='03' THEN '1' WHEN STRFTIME('%m',v_operation.d_date)<='06' THEN '2' WHEN STRFTIME('%m',v_operation.d_date)<='09' THEN '3' ELSE '4' END) AS d_DATEQUARTER, STRFTIME('%Y',v_operation.d_date)||'-S'||(CASE WHEN STRFTIME('%m',v_operation.d_date)<='06' THEN '1' ELSE '2' END) AS d_DATESEMESTER, STRFTIME('%Y',v_operation.d_date) AS d_DATEYEAR, (SELECT count(*) FROM v_recentoperation s WHERE s.rd_operation_id=v_operation.id) AS i_NBRECURRENT, (CASE WHEN v_operation.f_QUANTITY>=0 THEN v_operation.f_QUANTITY ELSE 0 END) AS f_QUANTITY_INCOME, (CASE WHEN v_operation.f_QUANTITY<=0 THEN v_operation.f_QUANTITY ELSE 0 END) AS f_QUANTITY_EXPENSE, (SELECT o2.f_balance FROM operationbalance o2 WHERE o2.r_operation_id=v_operation.id ) AS f_BALANCE, (CASE WHEN v_operation.f_QUANTITY>=0 THEN v_operation.f_CURRENTAMOUNT ELSE 0 END) AS f_CURRENTAMOUNT_INCOME, (CASE WHEN v_operation.f_QUANTITY<=0 THEN v_operation.f_CURRENTAMOUNT ELSE 0 END) AS f_CURRENTAMOUNT_EXPENSE FROM v_operation;
CREATE VIEW v_operation_template_display AS SELECT * FROM v_operation_display_all WHERE t_template='Y';
CREATE VIEW v_operation_display AS SELECT * FROM v_operation_display_all WHERE d_date!='0000-00-00' AND t_template='N';
CREATE VIEW v_unit_display AS SELECT *,(SELECT TOTAL(o.f_QUANTITY) FROM v_operation_display o WHERE o.rc_unit_id=v_unit.id) AS f_QUANTITYOWNED FROM v_unit;
CREATE VIEW v_account_display AS SELECT (CASE t_type WHEN 'C' THEN 'Courant' WHEN 'D' THEN 'Carte de crédit' WHEN 'A' THEN 'Actif' WHEN 'I' THEN 'Investissement' WHEN 'W' THEN 'Portefeuille' WHEN 'L' THEN 'Prêt' WHEN 'O' THEN 'Autre' END) AS t_TYPENLS,bank.t_name  AS t_BANK,bank.t_bank_number AS t_BANK_NUMBER,bank.t_icon AS t_ICON,v_account.*,(v_account.f_CURRENTAMOUNT/(SELECT u.f_CURRENTAMOUNT FROM v_unit u, operation s WHERE u.id=s.rc_unit_id AND s.rd_account_id=v_account.id AND s.d_date='0000-00-00')) AS f_QUANTITY, (SELECT (CASE WHEN u.t_symbol!='' THEN u.t_symbol ELSE u.t_name END) FROM unit u, operation s WHERE u.id=s.rc_unit_id AND s.rd_account_id=v_account.id AND s.d_date='0000-00-00') AS t_UNIT, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_operation s WHERE s.rd_account_id=v_account.id AND s.t_status!='N' AND s.t_template='N') AS f_CHECKED, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_operation s WHERE s.rd_account_id=v_account.id AND s.t_status='N' AND s.t_template='N') AS f_COMING_SOON, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_operation s WHERE s.rd_account_id=v_account.id AND s.d_date<=date('now') AND s.t_template='N') AS f_TODAYAMOUNT, (SELECT count(*) FROM v_operation_display s WHERE s.rd_account_id=v_account.id AND s.d_date=v_account.d_MAXDATE) AS i_NBOPERATIONS, IFNULL((SELECT s.f_rate FROM interest s WHERE s.rd_account_id=v_account.id AND s.d_date=v_account.d_MAXDATE),0) AS f_RATE FROM v_account, bank WHERE bank.id=v_account.rd_bank_id;
CREATE VIEW v_operation_consolidated AS SELECT (SELECT s.t_TYPENLS FROM v_account_display s WHERE s.id=op.rd_account_id) AS t_ACCOUNTTYPE,(SELECT u.t_TYPENLS FROM v_unit u WHERE u.id=op.rc_unit_id) AS t_UNITTYPE,sop.id AS i_SUBOPID, sop.r_refund_id AS r_refund_id, (CASE WHEN sop.t_comment='' THEN op.t_comment ELSE sop.t_comment END) AS t_REALCOMMENT, sop.t_CATEGORY AS t_REALCATEGORY, sop.f_RATE AS f_REALRATE, sop.t_IDCATEGORY, (CASE WHEN sop.f_value<0 THEN '-' WHEN sop.f_value=0 THEN '' ELSE '+' END) AS t_TYPETYPEEXPENSE, (CASE WHEN sop.f_value<0 THEN 'Dpense' WHEN sop.f_value=0 THEN '' ELSE 'Revenu' END) AS t_TYPETYPEEXPENSENLS, STRFTIME('%Y-%m',v_operation.d_date) AS d_DATEWEEK,STRFTIME('%Y-%W',v_operation.d_date) AS d_DATEWEEK,STRFTIME('%Y-%W',v_operation.d_date) AS d_DATEWEEK,STRFTIME('%Y-%m',v_operation.d_date) AS d_DATEMONTH,STRFTIME('%Y',v_operation.d_date)||'-Q'||(CASE WHEN STRFTIME('%m',v_operation.d_date)<='03' THEN '1' WHEN STRFTIME('%m',v_operation.d_date)<='06' THEN '2' WHEN STRFTIME('%m',v_operation.d_date)<='09' THEN '3' ELSE '4' END) AS d_DATEQUARTER, STRFTIME('%Y',v_operation.d_date)||'-S'||(CASE WHEN STRFTIME('%m',v_operation.d_date)<='06' THEN '1' ELSE '2' END) AS d_DATESEMESTER, STRFTIME('%Y',v_operation.d_date) AS d_DATEYEAR, (SELECT count(*) FROM v_recentoperation s WHERE s.rd_operation_id=v_operation.id) AS i_NBRECURRENT, (CASE WHEN v_operation.f_QUANTITY>=0 THEN v_operation.f_QUANTITY ELSE 0 END) AS f_QUANTITY_INCOME, (CASE WHEN v_operation.f_QUANTITY<=0 THEN v_operation.f_QUANTITY ELSE 0 END) AS f_QUANTITY_EXPENSE, (SELECT o2.f_balance FROM operationbalance o2 WHERE o2.r_operation_id=v_operation.id ) AS f_BALANCE, (CASE WHEN v_operation.f_QUANTITY>=0 THEN v_operation.f_CURRENTAMOUNT ELSE 0 END) AS f_CURRENTAMOUNT_INCOME, (CASE WHEN v_operation.f_QUANTITY<=0 THEN v_operation.f_CURRENTAMOUNT ELSE 0 END) AS f_CURRENTAMOUNT_EXPENSE FROM v_operation;
t_TYPEEXPENSENLS, sop.f_value AS f_REALQUANTITY, sop.f_VALUE_INCOME AS f_REALQUANTITY_INCOME, sop.f_VALUE_EXPENSE AS f_REALQUANTITY_EXPENSE, ((SELECT u.f_CURRENTAMOUNT FROM v_unit u WHERE u.id=op.rc_unit_id)*sop.f_value) AS f_REALCURRENTAMOUNT, ((SELECT u.f_CURRENTAMOUNT FROM v_unit u WHERE u.id=op.rc_unit_id)*sop.f_VALUE_INCOME) AS f_REALCURRENTAMOUNT_INCOME, ((SELECT u.f_CURRENTAMOUNT FROM v_unit u WHERE u.id=op.rc_unit_id)*sop.f_VALUE_EXPENSE) AS f_REALCURRENTAMOUNT_EXPENSE, op.* FROM v_operation_display_all AS op, v_suboperation_display AS sop WHERE op.t_template='N' AND sop.rd_operation_id=op.ID; create view v_operation_prop as select p.id as i_PROPPID, p.t_name AS i_PROPPNAME, p.t_value AS iPROPVALUE, op.* FROM v_operation_consolidated AS op LEFT OUTER JOIN parameters AS p ON p.t_uuid_parent=op.id||'-operation'; create view v_refund_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM v_operation_consolidated WHERE r_refund_id=refund.id AND t_status='Y') THEN 'Vous n\'êtes pas autorisé à supprimer cette somme car utilisée par des opérations rapprochées' END) t_delete_message FROM refund; create view v_refund AS SELECT *, (SELECT TOTAL(o.f_CURRENTAMOUNT) FROM v_operation_consolidated o WHERE o.r_refund_id=refund.id) AS f_CURRENTAMOUNT FROM refund; create view v_refund_display AS SELECT *,(SELECT MIN(o.d_date) FROM v_operation_consolidated o WHERE o.r_refund_id=v_refund.id) AS d_FIRSTDATE, (SELECT MAX(o.d_date) FROM v_operation_consolidated o WHERE o.r_refund_id=v_refund.id) AS d_LASTDATE  FROM v_refund; create view v_refund_displayname AS SELECT *, t_name AS t_displayname FROM refund; create view v_payee_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM operation WHERE r_payee_id=payee.id AND t_status='Y') THEN 'Vous n\'êtes pas autorisé à supprimer ce tiers car utilisée par des opérations rapprochées' END) t_delete_message FROM payee; create view v_payee AS SELECT *, (SELECT TOTAL(o.f_CURRENTAMOUNT) FROM v_operation o WHERE o.r_payee_id=payee.id AND o.t_template='N') AS f_CURRENTAMOUNT FROM payee; create view v_payee_display AS SELECT * FROM v_payee; create view v_payee_displayname AS SELECT *, t_name AS t_displayname FROM payee; create view v_category_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM v_operation_consolidated WHERE (t_REALCATEGORY=category.t_fullname OR t_REALCATEGORY like category.t_fullname||' %') AND t_status='Y') THEN 'Vous n\'êtes pas autorisé à supprimer cette catégorie car utilisée par des opérations rapprochées' END) t_delete_message FROM category; create view v_category_display_tmp AS SELECT *,(SELECT count(distinct(so.rd_operation_id)) FROM operation o, suboperation so WHERE so.rd_operation_id=o.id AND so.r_category_id=v_category.ID AND o.t_template='N') AS i_NBOPERATIONS, (SELECT TOTAL(o.f_REALCURRENTAMOUNT) FROM v_operation_consolidated o WHERE o.i_IDCATEGORY=v_category.ID) AS f_REALCURRENTAMOUNT FROM v_category; create view v_category_display AS SELECT *,f_REALCURRENTAMOUNT+(SELECT TOTAL(c.f_REALCURRENTAMOUNT) FROM vm_category_display_tmp c WHERE c.t_fullname LIKE vm_category_display_tmp.t_fullname||' > %') AS f_SUMCURRENTAMOUNT, i_NBOPERATIONS+(SELECT CAST(TOTAL(c.i_NBOPERATIONS) AS INTEGER) FROM vm_category_display_tmp c WHERE c.t_fullname like vm_category_display_tmp.t_fullname||' > %') AS i_SUMNBOPERATIONS, (SELECT TOTAL(o.f_REALCURRENTAMOUNT) FROM v_operation_consolidated o WHERE o.i_IDCATEGORY=v_category.ID) AS f_REALCURRENTAMOUNT FROM v_category; create view v_category_display AS SELECT *,(SELECT TOTAL(c.f_REALCURRENTAMOUNT) FROM vm_category_display_tmp c WHERE c.t_fullname LIKE vm_category_display_tmp.t_fullname||' > %') AS f_SUMCURRENTAMOUNT, i_NBOPERATIONS+(SELECT CAST(TOTAL(c.i_NBOPERATIONS) AS INTEGER) FROM vm_category_display_tmp c WHERE c.t_fullname like vm_category_display_tmp.t_fullname||' > %') AS i_SUMNBOPERATIONS, (CASE WHEN t_bookmarked='Y' THEN 'Y' WHEN EXISTS(SELECT 1 FROM category c WHERE c.t_bookmarked='Y' AND c.t_fullname like vm_category_display_tmp.t_fullname||' > %') THEN 'C' ELSE 'N' END) AS t_HASBOOKMARKEDCHILD, (CASE WHEN vm_category_display_tmp.f_REALCURRENTAMOUNT<0 THEN '-' WHEN vm_category_display_tmp.f_REALCURRENTAMOUNT=0 THEN '' ELSE '+' END) AS t_TYPEEXPENSE, (CASE WHEN vm_category_display_tmp.f_REALCURRENTAMOUNT<0 THEN 'Dpense' WHEN vm_category_display_tmp.f_REALCURRENTAMOUNT=0 THEN 'Rev' ELSE 'Revenu' END) AS t_TYPEEXPENSENLS FROM vm_category_display_tmp;
CREATE VIEW v_recurrentoperation_display AS SELECT rop.*, op.t_ACCOUNT, op.i_number, op.t_mode, op.i_group_id, op.t_TRANSFER, op.t_PAYEE, op.t_comment, op.t_CATEGORY, op.t_status, op.f_CURRENTAMOUNT FROM v_recurrentoperation rop, v_operation_display_all AS op WHERE rop.rd_operation_id=op.ID;
CREATE VIEW v_rule AS SELECT *, (SELECT COUNT(1) FROM rule r WHERE r.f_sortorder<=rule.f_sortorder) AS i_ORDER FROM rule;
CREATE VIEW v_rule_displayname AS SELECT *, t_definition AS t_displayname FROM rule;
CREATE VIEW v_interest AS SELECT *, (SELECT s.t_name FROM account s WHERE s.id=interest.rd_account_id) AS t_ACCOUNT FROM interest;
CREATE VIEW v_interest_displayname AS SELECT *, STRFTIME('%d/%m/%Y',d_date)||' '||f_rate||'%' AS t_displayname FROM interest;
CREATE VIEW v_budgetrule AS SELECT *, IFNULL((SELECT s.t_fullname FROM category s WHERE s.id=budgetrule.rc_category_id),") AS t_CATEGORYCONDITION, IFNULL((SELECT s.t_fullname FROM category s WHERE s.id=budgetrule.rc_category_id_target),") AS t_CATEGORY, (CASE WHEN budgetrule.i_condition=-1 THEN 'Negatif' WHEN budgetrule.i_condition=0 THEN 'Tous' END) AS t_WHENNLNS, f_quantity||(CASE WHEN budgetrule.t_absolute='N' THEN '%' ELSE t_symbol END) AS t_WHATNLNS, (CASE WHEN budgetrule.t_rule='N' THEN 'Suivant' WHEN budgetrule.t_rule='C' THEN 'Courant' END) AS t_RULENLNS FROM budgetrule;
CREATE VIEW v_budgetrule_display AS SELECT * FROM v_budgetrule;
CREATE VIEW v_budgetrule_displayname AS SELECT *, t_WHENNLNS||' '||t_WHATNLNS||' '||t_RULENLNS||' '||t_CATEGORY AS t_displayname FROM v_budgetrule;
CREATE VIEW v_budget AS SELECT *, (f_CURRENTAMOUNT-f_budgeted_modified) AS f_DELTABEFORETRANSFER, (f_CURRENTAMOUNT-f_budgeted_modified-f_transferred) AS f_DELTA FROM v_budget_tmp;
CREATE VIEW v_budget_display AS SELECT *, (f_CURRENTAMOUNT-f_budgeted_modified) AS f_DELTABEFORETRANSFER, (f_CURRENTAMOUNT-f_budgeted_modified-f_transferred) AS f_DELTA FROM vm_budget_tmp;
CREATE VIEW v_budget_displayname AS SELECT *, t_CATEGORY||' '||t_PERIOD||' '||f_budgeted_modified AS t_displayname FROM v_budget;
CREATE TRIGGER fkdc_bank_parameters_uuid BEFORE DELETE ON bank FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'bank'; END;
CREATE TRIGGER fkdc_account_parameters_uuid BEFORE DELETE ON account FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'account'; END;
CREATE TRIGGER fkdc_unit_parameters_uuid BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'unit'; END;
CREATE TRIGGER fkdc_unitvalue_parameters_uuid BEFORE DELETE ON unitvalue FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'unitvalue'; END;
CREATE TRIGGER fkdc_category_parameters_uuid BEFORE DELETE ON category FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'category'; END;
CREATE TRIGGER fkdc_operation_parameters_uuid BEFORE DELETE ON operation FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'operation'; END;
CREATE TRIGGER fkdc_interest_parameters_uuid BEFORE DELETE ON interest FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'interest'; END;
CREATE TRIGGER fkdc_suboperation_parameters_uuid BEFORE DELETE ON suboperation FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'suboperation'; END;
CREATE TRIGGER fkdc_refund_parameters_uuid BEFORE DELETE ON refund FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'refund'; END;
CREATE TRIGGER fkdc_payee_parameters_uuid BEFORE DELETE ON payee FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'payee'; END;
CREATE TRIGGER fkdc_recurrentoperation_parameters_uuid BEFORE DELETE ON recurrentoperation FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'recurrentoperation'; END;
CREATE TRIGGER fkdc_process_parameters_uuid BEFORE DELETE ON process FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'process'; END;
CREATE TRIGGER fkdc_rule_parameters_uuid BEFORE DELETE ON rule FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'rule'; END;
CREATE TRIGGER fkdc_budget_parameters_uuid BEFORE DELETE ON budget FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'budget'; END;
CREATE TRIGGER fkdc_budgetrule_parameters_uuid BEFORE DELETE ON budgetrule FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'budgetrule'; END;
CREATE TRIGGER cpt_category_fullname1 AFTER INSERT ON category BEGIN UPDATE category SET t_fullname=CASE WHEN rd_category_id IS NULL OR rd_category_id='' OR rd_category_id=0 THEN new.t_name ELSE (SELECT c.t_fullname FROM category c WHERE c.id=new.rd_category_id)||' > '||new.t_name END WHERE id=new.id;END;
CREATE TRIGGER cpt_category_fullname2 AFTER UPDATE OF t_name, rd_category_id ON category BEGIN UPDATE category SET t_fullname=CASE WHEN rd_category_id IS NULL OR rd_category_id='' OR rd_category_id=0 THEN new.t_name ELSE (SELECT c.t_fullname FROM category c WHERE c.id=new.rd_category_id)||' > '||new.t_name END WHERE id=new.id;END;
CREATE TRIGGER fkdc_process_delete BEFORE DELETE ON process FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'process'; END;
CREATE TRIGGER fkdc_category_delete BEFORE DELETE ON category FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'category'; END;
explain
SELECT TOTAL(f_CURRENTAMOUNT), d_DATEMONTH
from v_operation_display
WHERE d_DATEMONTH IN ('2012-05', '2012-04')
group by d_DATEMONTH, t_TYPEEXPENSE;
}
}
} /* Goto */

# The next test requires FTS4
ifcapable !fts3 {
    finish_test
    return
}

Open Source Used In Connected-Pharma 1.10.7 - Apache\log4j\ Vulnerability fix - right image - kafka-connect 3172
# Taken from the gnome-shell project

```sql
#
db close
forcedelete test.db
sqlite3 db test.db
do_test fuzz-oss1-gnomeshell {
  db eval {
    CREATE TABLE Resource (ID INTEGER NOT NULL PRIMARY KEY, Uri TEXT NOT NULL, UNIQUE (Uri));
    CREATE VIRTUAL TABLE fts USING fts4;
    CREATE TABLE "mfo:Action" (ID INTEGER NOT NULL PRIMARY KEY);
    CREATE TABLE "mfo:Enclosure" (ID INTEGER NOT NULL PRIMARY KEY, "mfo:remoteLink" INTEGER, "mfo:remoteLink:graph" INTEGER, "mfo:groupId" INTEGER, "mfo:groupId:graph" INTEGER, "mfo:localLink" INTEGER, "mfo:localLink:graph" INTEGER, "mfo:optional" INTEGER, "mfo:optional:graph" INTEGER);
    CREATE TABLE "mfo:FeedElement" (ID INTEGER NOT NULL PRIMARY KEY, "mfo:image" TEXT COLLATE NOCASE, "mfo:image:graph" INTEGER, "mfo:feedSettings" INTEGER, "mfo:feedSettings:graph" INTEGER);
    CREATE TABLE "mfo:FeedMessage" (ID INTEGER NOT NULL PRIMARY KEY, "mfo:downloadedTime" INTEGER, "mfo:downloadedTime:graph" INTEGER, "mfo:downloadedTime:localDate" INTEGER, "mfo:downloadedTime:localTime" INTEGER);
    CREATE TABLE "mfo:FeedMessage_mfo:enclosureList" (ID INTEGER NOT NULL, "mfo:enclosureList" INTEGER NOT NULL, "mfo:enclosureList:graph" INTEGER);
    CREATE TABLE "mfo:FeedType" (ID INTEGER NOT NULL PRIMARY KEY, "mfo:name" TEXT COLLATE NOCASE, "mfo:name:graph" INTEGER);
    CREATE TABLE "mlo:GeoBoundingBox" (ID INTEGER NOT NULL PRIMARY KEY, "mlo:bbNorthWest" INTEGER NOT NULL, "mlo:bbNorthWest:graph" INTEGER);
    CREATE TABLE "mlo:GeoBoundingBox_mlo:bbNorthWest" (ID INTEGER NOT NULL, "mlo:bbNorthWest" INTEGER NOT NULL, "mlo:bbNorthWest:graph" INTEGER);
    CREATE TABLE "mlo:GeoBoundingBox_mlo:bbSouthEast" (ID INTEGER NOT NULL, "mlo:bbSouthEast" INTEGER NOT NULL, "mlo:bbSouthEast:graph" INTEGER);
  }
}
```

---

Open Source Used In Connected-Pharma 1.10.7 - ApacheLog4j Vulnerability fix - right Image - Kafka-Connect 3173
CREATE TABLE "mlo:GeoLocation" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoLocation_mlo:asBoundingBox" (ID INTEGER NOT NULL, "mlo:asBoundingBox" INTEGER NOT NULL, "mlo:asBoundingBox:graph" INTEGER);
CREATE TABLE "mlo:GeoLocation_mlo:asGeoPoint" (ID INTEGER NOT NULL, "mlo:asGeoPoint" INTEGER NOT NULL, "mlo:asGeoPoint:graph" INTEGER);
CREATE TABLE "mlo:GeoLocation_mlo:asPostalAddress" (ID INTEGER NOT NULL, "mlo:asPostalAddress" INTEGER NOT NULL, "mlo:asPostalAddress:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoPoint_mlo:address" (ID INTEGER NOT NULL, "mlo:address" TEXT NOT NULL, "mlo:address:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:altitude" (ID INTEGER NOT NULL, "mlo:altitude" REAL NOT NULL, "mlo:altitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:city" (ID INTEGER NOT NULL, "mlo:city" TEXT NOT NULL, "mlo:city:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:country" (ID INTEGER NOT NULL, "mlo:country" TEXT NOT NULL, "mlo:country:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:latitude" (ID INTEGER NOT NULL, "mlo:latitude" REAL NOT NULL, "mlo:latitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:longitude" (ID INTEGER NOT NULL, "mlo:longitude" REAL NOT NULL, "mlo:longitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:state" (ID INTEGER NOT NULL, "mlo:state" TEXT NOT NULL, "mlo:state:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:timestamp" (ID INTEGER NOT NULL, "mlo:timestamp" INTEGER NOT NULL, "mlo:timestamp:localDate" INTEGER NOT NULL, "mlo:timestamp:localTime" INTEGER NOT NULL);
CREATE TABLE "mlo:GeoSphere" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoSphere_mlo:radius" (ID INTEGER NOT NULL, "mlo:radius" REAL NOT NULL, "mlo:radius:graph" INTEGER);
CREATE TABLE "mlo:Landmark" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LandmarkCategory" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LandmarkCategory_mlo:isRemovable" (ID INTEGER NOT NULL, "mlo:isRemovable" INTEGER NOT NULL, "mlo:isRemovable:graph" INTEGER);
CREATE TABLE "mlo:Landmark_mlo:belongsToCategory" (ID INTEGER NOT NULL, "mlo:belongsToCategory" INTEGER NOT NULL, "mlo:belongsToCategory:graph" INTEGER);
CREATE TABLE "mlo:Landmark_mlo:poiLocation" (ID INTEGER NOT NULL, "mlo:poiLocation" INTEGER NOT NULL, "mlo:poiLocation:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxEastLimit" (ID INTEGER NOT NULL, "mlo:boxEastLimit" INTEGER NOT NULL, "mlo:boxEastLimit:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxNorthLimit" (ID INTEGER NOT NULL, "mlo:boxNorthLimit" INTEGER NOT NULL, "mlo:boxNorthLimit:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxSouthWestCorner" (ID INTEGER NOT NULL, "mlo:boxSouthWestCorner" INTEGER NOT NULL, "mlo:boxSouthWestCorner:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxVerticalLimit" (ID INTEGER NOT NULL, "mlo:boxVerticalLimit" INTEGER NOT NULL, "mlo:boxVerticalLimit:graph" INTEGER);
CREATE TABLE "mlo:PointOfInterest" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:Route" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:Route_mlo:endTime" (ID INTEGER NOT NULL, "mlo:endTime" INTEGER NOT NULL, "mlo:endTime:graph" INTEGER, "mlo:endTime:localDate" INTEGER NOT NULL, "mlo:endTime:localTime" INTEGER NOT NULL);
CREATE TABLE "mlo:Route_mlo:routeDetails" (ID INTEGER NOT NULL, "mlo:routeDetails" TEXT NOT NULL, "mlo:routeDetails:graph" INTEGER);
CREATE TABLE "mlo:Route_mlo:startTime" (ID INTEGER NOT NULL, "mlo:startTime" INTEGER NOT NULL, "mlo:startTime:graph" INTEGER, "mlo:startTime:localDate" INTEGER NOT NULL, "mlo:startTime:localTime" INTEGER NOT NULL);
CREATE TABLE "mto:DownloadTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:State" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:SyncTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:TransferMethod" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:Transfer_mto:transferList" (ID INTEGER NOT NULL, "mto:transferList" INTEGER NOT NULL, "mto:transferList:graph" INTEGER);
CREATE TABLE "mto:Transfer_mto:transferPrivacyLevel" (ID INTEGER NOT NULL, "mto:transferPrivacyLevel" TEXT NOT NULL, "mto:transferPrivacyLevel:graph" INTEGER);
CREATE TABLE "mto:UploadTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:UploadTransfer_mto:transferCategory" (ID INTEGER NOT NULL, "mto:transferCategory" TEXT NOT NULL, "mto:transferCategory:graph" INTEGER);
CREATE TABLE "mtp:ScanType" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nao:Property" (ID INTEGER NOT NULL PRIMARY KEY,
"nao:propertyName" TEXT COLLATE NOCASE, "nao:propertyName:graph"
INTEGER, "nao:propertyValue" TEXT COLLATE NOCASE, "nao:propertyValue:graph"
INTEGER);
CREATE TABLE "nao:Tag" (ID INTEGER NOT NULL PRIMARY KEY,
"nao:prefLabel" TEXT COLLATE NOCASE, "nao:prefLabel:graph" INTEGER,
"nao:description" TEXT COLLATE NOCASE, "nao:description:graph"
INTEGER);
CREATE TABLE "nao:Tag_tracker:isDefaultTag" (ID INTEGER NOT NULL,
"tracker:isDefaultTag" INTEGER NOT NULL, "tracker:isDefaultTag:graph"
INTEGER);
CREATE TABLE "nao:Tag_tracker:tagRelatedTo" (ID INTEGER NOT NULL,
"tracker:tagRelatedTo" INTEGER NOT NULL, "tracker:tagRelatedTo:graph"
INTEGER);
CREATE TABLE "ncal:AccessClassification" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Alarm" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:repeat" INTEGER, "ncal:repeat:graph" INTEGER);
CREATE TABLE "ncal:AlarmAction" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Attachment" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:attachmentUri" INTEGER, "ncal:attachmentUri:graph" INTEGER,
"ncal:fmttype" TEXT COLLATE NOCASE, "ncal:fmttype:graph" INTEGER,
"ncal:encoding" INTEGER, "ncal:encoding:graph" INTEGER,
"ncal:attachmentContent" TEXT COLLATE NOCASE,
"ncal:attachmentContent:graph" INTEGER);
CREATE TABLE "ncal:AttachmentEncoding" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Attendee" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:delegatedTo" INTEGER, "ncal:delegatedTo:graph" INTEGER,
"ncal:delegatedFrom" INTEGER, "ncal:delegatedFrom:graph" INTEGER,
"ncal:cutype" INTEGER, "ncal:cutype:graph" INTEGER, "ncal:member"
INTEGER, "ncal:member:graph" INTEGER, "ncal:role" INTEGER, "ncal:role:graph"
INTEGER, "ncal:rsvp" INTEGER, "ncal:rsvp:graph" INTEGER,
"ncal:partstat" INTEGER, "ncal:partstat:graph" INTEGER);
CREATE TABLE "ncal:AttendeeOrOrganizer" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:dir" INTEGER, "ncal:dir:graph" INTEGER,
"ncal:involvedContact" INTEGER, "ncal:involvedContact:graph" INTEGER,
"ncal:involvedContact" INTEGER, "ncal:involvedContact:graph" INTEGER,
"ncal:sentBy" INTEGER, "ncal:sentBy:graph" INTEGER);
CREATE TABLE "ncal:AttendeeRole" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:BydayRulePart" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:BydayRulePart_ncal:bydayModifier" (ID INTEGER NOT NULL,
"ncal:bydayModifier" INTEGER NOT NULL, "ncal:bydayModifier:graph"
INTEGER);
CREATE TABLE "ncal:BydayRulePart_ncal:bydayWeekday" (ID INTEGER NOT NULL,
"ncal:bydayWeekday" INTEGER NOT NULL, "ncal:bydayWeekday:graph"
INTEGER);
CREATE TABLE "ncal:Calendar" (ID INTEGER NOT NULL PRIMARY KEY,
<table>
<thead>
<tr>
<th>Column Name</th>
<th>Data Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ncal:method</td>
<td>TEXT</td>
<td>Collate NOCASE</td>
</tr>
<tr>
<td>ncal:method:graph</td>
<td>INTEGER</td>
<td></td>
</tr>
<tr>
<td>ncal:calscale</td>
<td>INTEGER</td>
<td></td>
</tr>
<tr>
<td>ncal:calscale:graph</td>
<td>INTEGER</td>
<td></td>
</tr>
<tr>
<td>ncal:prodid</td>
<td>TEXT</td>
<td>Collate NOCASE</td>
</tr>
<tr>
<td>ncal:prodid:graph</td>
<td>INTEGER</td>
<td></td>
</tr>
<tr>
<td>ncal:version</td>
<td>TEXT</td>
<td>Collate NOCASE</td>
</tr>
<tr>
<td>ncal:version:graph</td>
<td>INTEGER</td>
<td></td>
</tr>
</tbody>
</table>

CREATE TABLE ncal:CalendarDataObject (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:CalendarScale (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:CalendarUserType (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:Calendar_component (ID INTEGER NOT NULL, ncal:component INTEGER NOT NULL, ncal:component:graph INTEGER);
CREATE TABLE ncal:Event (ID INTEGER NOT NULL PRIMARY KEY, ncal:eventStatus INTEGER, ncal:eventStatus:graph INTEGER, ncal:transp INTEGER, ncal:transp:graph INTEGER);
CREATE TABLE ncal:EventStatus (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:Freebusy (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:FreebusyPeriod (ID INTEGER NOT NULL PRIMARY KEY, ncal:fbtype INTEGER, ncal:fbtype:graph INTEGER);
CREATE TABLE ncal:FreebusyType (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:Freebusy_freebusy (ID INTEGER NOT NULL, ncal:freebusy INTEGER NOT NULL, ncal:freebusy:graph INTEGER);
CREATE TABLE ncal:Journal (ID INTEGER NOT NULL PRIMARY KEY, ncal:journalStatus INTEGER, ncal:journalStatus:graph INTEGER);
CREATE TABLE ncal:JournalStatus (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:NcalDateTime (ID INTEGER NOT NULL PRIMARY KEY, ncal:ncalTimezone INTEGER, ncal:ncalTimezone:graph INTEGER, ncal:date INTEGER, ncal:date:graph INTEGER, ncal:date:localDate INTEGER, ncal:date:localTime INTEGER, ncal:dateTime INTEGER, ncal:dateTime:graph INTEGER, ncal:dateTime:localDate INTEGER, ncal:dateTime:localTime INTEGER);
CREATE TABLE ncal:NcalTimeEntity (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:Organizer (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:ParticipationStatus (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:RecurrenceFrequency (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:RecurrenceIdentifier (ID INTEGER NOT NULL PRIMARY KEY, ncal:range INTEGER, ncal:range:graph INTEGER, ncal:recurrenceIdDateTime INTEGER, ncal:recurrenceIdDateTime:graph INTEGER);
CREATE TABLE ncal:RecurrenceIdentifierRange (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE ncal:RecurrenceRule (ID INTEGER NOT NULL PRIMARY KEY, ncal:until INTEGER, ncal:until:graph INTEGER, ncal:until:localDate INTEGER, ncal:until:localTime INTEGER, ncal:wkst INTEGER, ncal:wkst:graph INTEGER, ncal:interval INTEGER);
INTEGER, "ncal:interval:graph" INTEGER, "ncal:count" INTEGER,
"ncal:count:graph" INTEGER, "ncal:freq" INTEGER, "ncal:freq:graph"
INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byday" (ID INTEGER NOT NULL,
"ncal:byday" INTEGER NOT NULL, "ncal:byday:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byhour" (ID INTEGER NOT NULL,
"ncal:byhour" INTEGER NOT NULL, "ncal:byhour:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byminute" (ID INTEGER NOT NULL,
"ncal:byminute" INTEGER NOT NULL, "ncal:byminute:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bymonth" (ID INTEGER NOT NULL,
"ncal:bymonth" INTEGER NOT NULL, "ncal:bymonth:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bymonthday" (ID INTEGER NOT NULL,
"ncal:bymonthday" INTEGER NOT NULL, "ncal:bymonthday:graph"
INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bysecond" (ID INTEGER NOT NULL,
"ncal:bysecond" INTEGER NOT NULL, "ncal:bysecond:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bysetpos" (ID INTEGER NOT NULL,
"ncal:bysetpos" INTEGER NOT NULL, "ncal:bysetpos:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byweekno" (ID INTEGER NOT NULL,
"ncal:byweekno" INTEGER NOT NULL, "ncal:byweekno:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byyearday" (ID INTEGER NOT NULL,
"ncal:byyearday" INTEGER NOT NULL, "ncal:byyearday:graph"
INTEGER);
CREATE TABLE "ncal:RequestStatus" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:statusDescription" TEXT COLLATE NOCASE,
"ncal:statusDescription:graph" INTEGER, "ncal:returnStatus" TEXT
COLLATE NOCASE, "ncal:returnStatus:graph" INTEGER,
"ncal:requestStatusData" TEXT COLLATE NOCASE,
"ncal:requestStatusData:graph" INTEGER);
CREATE TABLE "ncal:TimeTransparency" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:tzurl" INTEGER, "ncal:tzurl:graph" INTEGER, "ncal:standard"
INTEGER, "ncal:standard:graph" INTEGER, "ncal:daylight" INTEGER,
"ncal:daylight:graph" INTEGER, "ncal:tzid" TEXT COLLATE NOCASE,
"ncal:tzid:graph" INTEGER);
CREATE TABLE "ncal:TimezoneObservance" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:tzoffsetfrom" TEXT COLLATE NOCASE,
"ncal:tzoffsetfrom:graph" INTEGER, "ncal:tzoffsetto" TEXT COLLATE
NOCASE, "ncal:tzoffsetto:graph" INTEGER, "ncal:tzname" TEXT COLLATE
NOCASE, "ncal:tzname:graph" INTEGER);
CREATE TABLE "ncal:TimezoneObservance" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:completed:localDate" INTEGER, "ncal:completed:localTime"
INTEGER, "ncal:todoStatus" INTEGER, "ncal:todoStatus:graph" INTEGER,
"ncal:due" INTEGER, "ncal:due:graph" INTEGER);
CREATE TABLE "ncal:TodoStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:UnionParentClass_ncal:exrule" (ID INTEGER NOT NULL, "ncal:exrule" INTEGER NOT NULL, "ncal:exrule:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:hasAlarm" (ID INTEGER NOT NULL, "ncal:hasAlarm" INTEGER NOT NULL, "ncal:hasAlarm:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:ncalRelation" (ID INTEGER NOT NULL, "ncal:ncalRelation" TEXT NOT NULL, "ncal:ncalRelation:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:rdate" (ID INTEGER NOT NULL, "ncal:rdate" INTEGER NOT NULL, "ncal:rdate:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:relatedToChild" (ID INTEGER NOT NULL, "ncal:relatedToChild" TEXT NOT NULL, "ncal:relatedToChild:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:relatedToParent" (ID INTEGER NOT NULL, "ncal:relatedToParent" TEXT NOT NULL, "ncal:relatedToParent:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:resources" (ID INTEGER NOT NULL, "ncal:resources" TEXT NOT NULL, "ncal:resources:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:rrule" (ID INTEGER NOT NULL, "ncal:rrule" INTEGER NOT NULL, "ncal:rrule:graph" INTEGER);
CREATE TABLE "ncal:Weekday" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Affiliation" (ID INTEGER NOT NULL PRIMARY KEY, "nco:department" TEXT COLLATE NOCASE, "nco:department:graph" INTEGER, "nco:org" INTEGER, "nco:org:graph" INTEGER, "nco:role" TEXT COLLATE NOCASE, "nco:role:graph" INTEGER);
CREATE TABLE "nco:Affiliation_nco:title" (ID INTEGER NOT NULL, "nco:title" TEXT NOT NULL, "nco:title:graph" INTEGER);
CREATE TABLE "nco:AuthorizationStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:BbsNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:CellPhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ContactGroup" (ID INTEGER NOT NULL PRIMARY KEY, "nco:contactGroupName" TEXT COLLATE NOCASE, "nco:contactGroupName:graph" INTEGER);
CREATE TABLE "nco:ContactList" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ContactListDataObject" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:IMAddress_nco:imCapability" (ID INTEGER NOT NULL, "nco:imCapability" INTEGER NOT NULL, "nco:imCapability:graph" INTEGER);
CREATE TABLE "nco:IMCapability" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:InternationalDeliveryAddress" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:IsdnNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:MessagingNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ModemNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:OrganizationContact" (ID INTEGER NOT NULL PRIMARY KEY, "nco:logo" INTEGER, "nco:logo:graph" INTEGER);
CREATE TABLE "nco:PagerNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ParcelDeliveryAddress" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:PcsNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:PersonContact_nco:hasAffiliation" (ID INTEGER NOT NULL, "nco:hasAffiliation" INTEGER NOT NULL, "nco:hasAffiliation:graph" INTEGER);
CREATE TABLE "nco:PhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY, "nco:phoneNumber" TEXT COLLATE NOCASE, "nco:phoneNumber:graph" INTEGER);
CREATE TABLE "nco:PresenceStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Role" (ID INTEGER NOT NULL PRIMARY KEY, "nco:video" INTEGER, "nco:video:graph" INTEGER);
CREATE TABLE "nco:Role_nco:blogUrl" (ID INTEGER NOT NULL, "nco:blogUrl" TEXT COLLATE NOCASE, "nco:blogUrl:graph" INTEGER);
CREATE TABLE "nco:Role_nco:foafUrl" (ID INTEGER NOT NULL, "nco:foafUrl" INTEGER NOT NULL, "nco:foafUrl:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasContactMedium" (ID INTEGER NOT NULL, "nco:hasContactMedium" INTEGER NOT NULL, "nco:hasContactMedium:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasEmailAddress" (ID INTEGER NOT NULL, "nco:hasEmailAddress" INTEGER NOT NULL, "nco:hasEmailAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasIMAddress" (ID INTEGER NOT NULL, "nco:hasIMAddress" INTEGER NOT NULL, "nco:hasIMAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasPhoneNumber" (ID INTEGER NOT NULL, "nco:hasPhoneNumber" INTEGER NOT NULL, "nco:hasPhoneNumber:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasPostalAddress" (ID INTEGER NOT NULL, "nco:hasPostalAddress" INTEGER NOT NULL, "nco:hasPostalAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:url" (ID INTEGER NOT NULL, "nco:url" INTEGER NOT NULL, "nco:url:graph" INTEGER);
CREATE TABLE "nco:Role_nco:websiteUrl" (ID INTEGER NOT NULL, "nco:websiteUrl" INTEGER NOT NULL, "nco:websiteUrl:graph" INTEGER);
CREATE TABLE "nco:VideoTelephoneNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:VoicePhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY, "nco:voiceMail" INTEGER, "nco:voiceMail:graph" INTEGER);
CREATE TABLE "nfo:Application" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Archive" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:uncompressedSize" INTEGER, "nfo:uncompressedSize:graph" INTEGER);
CREATE TABLE "nfo:ArchiveItem" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:isPasswordProtected" INTEGER, "nfo:isPasswordProtected:graph" INTEGER);
CREATE TABLE "nfo:Attachment" (ID INTEGER NOT NULL PRIMARY KEY);
<table>
<thead>
<tr>
<th>SQL Query</th>
</tr>
</thead>
<tbody>
<tr>
<td>CREATE TABLE &quot;nfo:FilesystemImage&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Folder&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Font&quot; (ID INTEGER NOT NULL PRIMARY KEY,</td>
</tr>
<tr>
<td>&quot;nfo:fontFamily&quot; TEXT COLLATE NOCASE, &quot;nfo:fontFamily:graph&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:foundry&quot; INTEGER, &quot;nfo:foundry:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:HardDiskPartition&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:HelpDocument&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:HtmlDocument&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Icon&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Image&quot; (ID INTEGER NOT NULL PRIMARY KEY,</td>
</tr>
<tr>
<td>&quot;nfo:verticalResolution&quot; INTEGER, &quot;nfo:verticalResolution:graph&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:horizontalResolution&quot; INTEGER, &quot;nfo:horizontalResolution:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Image_nfo:depicts&quot; (ID INTEGER NOT NULL,</td>
</tr>
<tr>
<td>&quot;nfo:depicts&quot; INTEGER NOT NULL, &quot;nfo:depicts:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Image_nfo:hasRegionOfInterest&quot; (ID INTEGER NOT NULL,</td>
</tr>
<tr>
<td>&quot;nfo:hasRegionOfInterest&quot; INTEGER NOT NULL,</td>
</tr>
<tr>
<td>&quot;nfo:hasRegionOfInterest:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:Media&quot; (ID INTEGER NOT NULL PRIMARY KEY,</td>
</tr>
<tr>
<td>&quot;nfo:count&quot; INTEGER, &quot;nfo:count:graph&quot; INTEGER, &quot;nfo:duration&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:duration:graph&quot; INTEGER, &quot;nfo:compressionType&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:compressionType:graph&quot; INTEGER, &quot;nfo:hasMediaStream&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:hasMediaStream:graph&quot; INTEGER, &quot;nfo:bitDepth&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:bitDepth:graph&quot; INTEGER, &quot;nfo:codec&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nfo:codec:graph&quot; INTEGER, &quot;nfo:encodedBy&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nfo:encodedBy:graph&quot; INTEGER, &quot;nfo:bitrateType&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nfo:bitrateType:graph&quot; INTEGER, &quot;nfo:averageBitrate&quot; REAL,</td>
</tr>
<tr>
<td>&quot;nfo:averageBitrate:graph&quot; INTEGER, &quot;nfo:genre&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nfo:genre:graph&quot; INTEGER, &quot;nfo:equipment&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:equipment:graph&quot; INTEGER, &quot;nfo:lastPlayedPosition&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:lastPlayedPosition:graph&quot; INTEGER, &quot;nmm:genre&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nmm:genre:graph&quot; INTEGER, &quot;nmm:skipCounter&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nmm:skipCounter:graph&quot; INTEGER, &quot;nmm:dnlaProfile&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nmm:dnlaProfile:graph&quot; INTEGER, &quot;nmm:dnlaMime&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;nmm:dnlaMime:graph&quot; INTEGER, &quot;nmm:uPnPShared&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nmm:uPnPShared:graph&quot; INTEGER, &quot;mtp:credits&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;mtp:credits:graph&quot; INTEGER, &quot;mtp:creator&quot; TEXT COLLATE NOCASE,</td>
</tr>
<tr>
<td>&quot;mtp:creator:graph&quot; INTEGER);</td>
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<tr>
<td>CREATE TABLE &quot;nfo:MediaFileListEntry&quot; (ID INTEGER NOT NULL PRIMARY KEY,</td>
</tr>
<tr>
<td>&quot;nfo:listPosition&quot; REAL, &quot;nfo:listPosition:graph&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:entryUrl&quot; TEXT COLLATE NOCASE, &quot;nfo:entryUrl:graph&quot; INTEGER);</td>
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<tr>
<td>CREATE TABLE &quot;nfo:MediaList&quot; (ID INTEGER NOT NULL PRIMARY KEY,</td>
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<tr>
<td>&quot;nfo:entryCounter&quot; INTEGER, &quot;nfo:entryCounter:graph&quot; INTEGER,</td>
</tr>
<tr>
<td>&quot;nfo:listDuration&quot; INTEGER, &quot;nfo:listDuration:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nfo:MediaList_nfo:hasMediaFileListEntry&quot; (ID INTEGER NOT NULL,</td>
</tr>
<tr>
<td>&quot;nfo:hasMediaFileListEntry&quot; INTEGER NOT NULL,</td>
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<tr>
<td>&quot;nfo:hasMediaFileListEntry:graph&quot; INTEGER);</td>
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<tr>
<td>Table Name</td>
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</tr>
<tr>
<td>nfo:MediaList_nfo:mediaListEntry</td>
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<tr>
<td>nfo:MediaStream</td>
</tr>
<tr>
<td>nfo:Media_mtp:hidden</td>
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<tr>
<td>nfo:Media_nmm:alternativeMedia</td>
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<tr>
<td>nfo:MindMap</td>
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<tr>
<td>nfo:Note</td>
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<tr>
<td>nfo:OperatingSystem</td>
</tr>
<tr>
<td>nfo:Orientation</td>
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<tr>
<td>nfo:PlainTextDocument</td>
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<tr>
<td>nfo:Presentation</td>
</tr>
<tr>
<td>nfo:RasterImage</td>
</tr>
<tr>
<td>nfo:RegionOfInterest</td>
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<tr>
<td>nfo:RegionOfInterestContent</td>
</tr>
<tr>
<td>nfo:RemoteDataObject</td>
</tr>
<tr>
<td>nfo:RemotePortAddress</td>
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<tr>
<td>nfo:SoftwareApplication</td>
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<tr>
<td>nfo:SoftwareCategory</td>
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<tr>
<td>nfo:SoftwareItem</td>
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<tr>
<td>nfo:SoftwareService</td>
</tr>
<tr>
<td>Table Name</td>
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</tr>
<tr>
<td>&quot;nfo:Spreadsheet&quot;</td>
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<tr>
<td>&quot;nfo:TextDocument&quot;</td>
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<tr>
<td>&quot;nfo:Trash&quot;</td>
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<tr>
<td>&quot;nfo:VectorImage&quot;</td>
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<tr>
<td>&quot;nfo:Website&quot;</td>
</tr>
<tr>
<td>&quot;nid3:ID3Audio_nid3:leadArtist&quot;</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:DataObject_nie:dataSource&quot; (ID INTEGER NOT NULL, &quot;nie:dataSource&quot; INTEGER NOT NULL, &quot;nie:dataSource:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:DataObject_nie:isPartOf&quot; (ID INTEGER NOT NULL, &quot;nie:isPartOf&quot; INTEGER NOT NULL, &quot;nie:isPartOf:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:DataSource&quot; (ID INTEGER NOT NULL PRIMARY KEY);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:InformationElement_mlo:location&quot; (ID INTEGER NOT NULL, &quot;mlo:location&quot; INTEGER NOT NULL, &quot;mlo:location:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:InformationElement_nao:hasProperty&quot; (ID INTEGER NOT NULL, &quot;nao:hasProperty&quot; INTEGER NOT NULL, &quot;nao:hasProperty:graph&quot; INTEGER);</td>
</tr>
<tr>
<td>CREATE TABLE &quot;nie:InformationElement_nco:contributor&quot; (ID INTEGER NOT NULL, &quot;nco: contributes to&quot; INTEGER, &quot;nco: contributes to:graph&quot; INTEGER);</td>
</tr>
</tbody>
</table>
NULL, "nco:contributor" INTEGER NOT NULL, "nco:contributor:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nco:creator" (ID INTEGER NOT NULL, "nco:creator" INTEGER NOT NULL, "nco:creator:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:hasLogicalPart" (ID INTEGER NOT NULL, "nie:hasLogicalPart" INTEGER NOT NULL, "nie:hasLogicalPart:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:hasPart" (ID INTEGER NOT NULL, "nie:hasPart" INTEGER NOT NULL, "nie:hasPart:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:informationElementDate" (ID INTEGER NOT NULL, "nie:informationElementDate" INTEGER NOT NULL, "nie:informationElementDate:graph" INTEGER,
"nie:informationElementDate:localDate" INTEGER NOT NULL,
"nie:informationElementDate:localTime" INTEGER NOT NULL);
CREATE TABLE "nie:InformationElement_nie:isLogicalPartOf" (ID INTEGER NOT NULL, "nie:isLogicalPartOf" INTEGER NOT NULL, 
"nie:isLogicalPartOf:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:keyword" (ID INTEGER NOT NULL, "nie:keyword" TEXT NOT NULL, "nie:keyword:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:relatedTo" (ID INTEGER NOT NULL, "nie:relatedTo" INTEGER NOT NULL, "nie:relatedTo:graph" INTEGER);
CREATE TABLE "nmm:AnalogRadio" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:modulation" INTEGER, "nmm:modulation:graph" INTEGER, 
"nmm:frequency" INTEGER, "nmm:frequency:graph" INTEGER);
CREATE TABLE "nmm:Artist" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:artistName" TEXT COLLATE NOCASE, "nmm:artistName:graph" INTEGER);
CREATE TABLE "nmm:DigitalRadio" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:streamingBitrate" INTEGER, "nmm:streamingBitrate:graph" INTEGER, 
"nmm:encoding" TEXT COLLATE NOCASE, "nmm:encoding:graph" INTEGER, 
"nmm:protocol" TEXT COLLATE NOCASE, "nmm:protocol:graph" INTEGER);
CREATE TABLE "nmm:Flash" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:ImageList" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:MeteringMode" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:MusicAlbum" (ID INTEGER NOT NULL PRIMARY KEY, "nie:title" TEXT COLLATE NOCASE, "nie:title:graph" INTEGER, 
"nmm:albumTrackCount" INTEGER, "nmm:albumTrackCount:graph" INTEGER, 
"nmm:albumTitle" TEXT COLLATE NOCASE, "nmm:albumTitle:graph" INTEGER, 
"nmm:albumDuration" INTEGER, "nmm:albumDuration:graph" INTEGER, 
"nmm:albumGain" INTEGER, "nmm:albumGain:graph" INTEGER, 
"nmm:albumPeakGain" INTEGER, "nmm:albumPeakGain:graph" INTEGER);
CREATE TABLE "nmm:MusicAlbumDisc" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:albumDiscAlbum" INTEGER, "nmm:albumDiscAlbum:graph" INTEGER, 
"nmm:musicCDIdentifier" TEXT COLLATE NOCASE, "nmm:musicCDIdentifier:graph" INTEGER, 
"nmm:setNumber" INTEGER, "nmm:setNumber:graph" INTEGER);
CREATE TABLE "nmm:MusicAlbum_nmm:albumArtist" (ID INTEGER NOT NULL,
<table>
<thead>
<tr>
<th>Table Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>nmm:Video_mtp:scantype</code></td>
<td>Create table with columns: ID, <code>mtp:scantype</code>, <code>mtp:scantype:graph</code></td>
</tr>
<tr>
<td><code>nmm:Video_nmm:director</code></td>
<td>Create table with columns: ID, <code>nmm:director</code>, <code>nmm:director:graph</code></td>
</tr>
<tr>
<td><code>nmm:Video_nmm:leadActor</code></td>
<td>Create table with columns: ID, <code>nmm:leadActor</code>, <code>nmm:leadActor:graph</code></td>
</tr>
<tr>
<td><code>nmm:Video_nmm:subtitle</code></td>
<td>Create table with columns: ID, <code>nmm:subtitle</code>, <code>nmm:subtitle:graph</code></td>
</tr>
<tr>
<td><code>nmm:WhiteBalance</code></td>
<td>Create table with columns: ID, <code>WhiteBalance</code></td>
</tr>
<tr>
<td><code>nmo:Attachment</code></td>
<td>Create table with columns: ID, <code>Attachment</code></td>
</tr>
<tr>
<td><code>nmo:Call</code></td>
<td>Create table with columns: ID, <code>sentDate</code>, <code>sentDate:graph</code>, <code>sentDate:localDate</code>, <code>sentDate:localTime</code>, <code>duration</code>, <code>duration:graph</code></td>
</tr>
<tr>
<td><code>nmo:CommunicationChannel</code></td>
<td>Create table with columns: ID, <code>lastMessageDate</code>, <code>lastMessageDate:graph</code>, <code>lastMessageDate:localDate</code>, <code>lastMessageDate:localTime</code>, <code>lastSuccessfulMessageDate</code>, <code>lastSuccessfulMessageDate:graph</code>, <code>lastSuccessfulMessageDate:localDate</code>, <code>lastSuccessfulMessageDate:localTime</code></td>
</tr>
<tr>
<td><code>nmo:CommunicationChannel_nmo:hasParticipant</code></td>
<td>Create table with columns: ID, <code>hasParticipant</code>, <code>hasParticipant:graph</code></td>
</tr>
<tr>
<td><code>nmo:Conversation</code></td>
<td>Create table with columns: ID, <code>Conversation</code></td>
</tr>
<tr>
<td><code>nmo:DeliveryStatus</code></td>
<td>Create table with columns: ID, <code>DeliveryStatus</code></td>
</tr>
<tr>
<td><code>nmo:Email</code></td>
<td>Create table with columns: ID, <code>hasContent</code>, <code>hasContent:graph</code>, <code>isFlagged</code>, <code>isFlagged:graph</code>, <code>isRecent</code>, <code>isRecent:graph</code>, <code>status</code>, <code>status:graph</code>, <code>responseType</code>, <code>responseType:graph</code></td>
</tr>
<tr>
<td><code>nmo:Email_nmo:contentMimeType</code></td>
<td>Create table with columns: ID, <code>contentMimeType</code>, <code>contentMimeType:graph</code></td>
</tr>
<tr>
<td><code>nmo:IMMessage</code></td>
<td>Create table with columns: ID, <code>IMMessage</code></td>
</tr>
<tr>
<td><code>nmo:MMSMessage</code></td>
<td>Create table with columns: ID, <code>mmsHasContent</code>, <code>mmsHasContent:graph</code></td>
</tr>
<tr>
<td><code>nmo:MailAccount</code></td>
<td>Create table with columns: ID, <code>accountName</code>, <code>accountName:graph</code>, <code>accountDisplayName</code>, <code>accountDisplayName:graph</code>, <code>fromAddress</code>, <code>fromAddress:graph</code>, <code>signature</code>, <code>signature:graph</code></td>
</tr>
<tr>
<td><code>nmo:MailFolder</code></td>
<td>Create table with columns: ID, <code>folderName</code>, <code>folderName:graph</code>, <code>serverCount</code>, <code>serverCount:graph</code></td>
</tr>
</tbody>
</table>

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**Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect 3191**
CREATE TABLE "nmo:MailboxDataObject" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:Message" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:sentDate" INTEGER, "nmo:sentDate:graph" INTEGER,
CREATE TABLE "nmo:MessageHeader" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:headerName" TEXT COLLATE NOCASE, "nmo:headerName:graph" INTEGER, "nmo:headerValue" TEXT COLLATE NOCASE, "nmo:headerValue:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:bcc" (ID INTEGER NOT NULL, "nmo:bcc" INTEGER NOT NULL, "nmo:bcc:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:cc" (ID INTEGER NOT NULL, "nmo:cc" INTEGER NOT NULL, "nmo:cc:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:hasAttachment" (ID INTEGER NOT NULL, "nmo:hasAttachment" INTEGER NOT NULL, "nmo:hasAttachment:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:inReplyTo" (ID INTEGER NOT NULL, "nmo:inReplyTo" INTEGER NOT NULL, "nmo:inReplyTo:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:messageHeader" (ID INTEGER NOT NULL, "nmo:messageHeader" INTEGER NOT NULL, "nmo:messageHeader:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:recipient" (ID INTEGER NOT NULL, "nmo:recipient" INTEGER NOT NULL, "nmo:recipient:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:references" (ID INTEGER NOT NULL, "nmo:references" INTEGER NOT NULL, "nmo:references:graph" INTEGER);
"nmo:references" INTEGER NOT NULL, "nmo:references:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:to" (ID INTEGER NOT NULL, "nmo:to"
INTEGER NOT NULL, "nmo:to:graph" INTEGER);
CREATE TABLE "nmo:MimePart" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:charSet" TEXT COLLATE NOCASE, "nmo:charSet:graph" INTEGER,
"nmo:contentId" TEXT COLLATE NOCASE, "nmo:contentId:graph" INTEGER,
"nmo:contentTransferEncoding" TEXT COLLATE NOCASE,
"nmo:contentTransferEncoding:graph" INTEGER, "nmo:contentDescription"
TEXT COLLATE NOCASE, "nmo:contentDescription:graph" INTEGER,
"nmo:contentDisposition" TEXT COLLATE NOCASE,
"nmo:contentDisposition:graph" INTEGER);
CREATE TABLE "nmo:MimePart_nmo:mimeHeader" (ID INTEGER NOT NULL,
"nmo:mimeHeader" INTEGER NOT NULL, "nmo:mimeHeader:graph" INTEGER);
CREATE TABLE "nmo:Multipart" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:Multipart_nmo:partBoundary" (ID INTEGER NOT NULL,
"nmo:partBoundary" TEXT NOT NULL, "nmo:partBoundary:graph" INTEGER);
CREATE TABLE "nmo:PermanentChannel" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:PhoneMessage" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:fromVCard" INTEGER, "nmo:fromVCard:graph" INTEGER, "nmo:encoding"
TEXT COLLATE NOCASE, "nmo:encoding:graph" INTEGER,
"nmo:phoneMessageId" INTEGER, "nmo:phoneMessageId:graph" INTEGER,
"nmo:validationPeriod" INTEGER, "nmo:validityPeriod:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessageFolder" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:phoneMessageFolderId" TEXT COLLATE NOCASE,
"nmo:phoneMessageFolderId:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessageFolder_nmo:containsPhoneMessage" (ID
INTEGER NOT NULL, "nmo:containsPhoneMessage" INTEGER NOT NULL,
"nmo:containsPhoneMessage:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessageFolder_nmo:containsPhoneMessageFolder"
(ID INTEGER NOT NULL, "nmo:containsPhoneMessageFolder" INTEGER NOT NULL,
"nmo:containsPhoneMessageFolder:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessage_nmo:toVCard" (ID INTEGER NOT NULL,
"nmo:toVCard" INTEGER NOT NULL, "nmo:toVCard:graph" INTEGER);
CREATE TABLE "nmo:ReportReadStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:SMSMessage" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:TransientChannel" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:VOIPCall" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nrl:InverseFunctionalProperty" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "rdfs:Property_rdfs:subPropertyOf" (ID INTEGER NOT NULL,
"rdfs:subPropertyOf" INTEGER NOT NULL, "rdfs:subPropertyOf:graph" INTEGER);
CREATE TABLE "rdfs:Class" (ID INTEGER NOT NULL PRIMARY KEY,
"tracker:notify" INTEGER, "tracker:notify:graph" INTEGER);
CREATE TABLE "rdfs:Class_rdfs:subClassOf" (ID INTEGER NOT NULL,
"rdfs:subClassOf" INTEGER NOT NULL, "rdfs:subClassOf:graph" INTEGER);
CREATE TABLE "rdfs:Class_tracker:domainIndex" (ID INTEGER NOT NULL,
"tracker:domainIndex" INTEGER NOT NULL, "tracker:domainIndex:graph" INTEGER);
CREATE TABLE "rdfs:Literal" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "rdfs:Resource" (ID INTEGER NOT NULL PRIMARY KEY,
Available INTEGER NOT NULL, "rdfs:comment" TEXT COLLATE NOCASE,
"rdfs:comment:graph" INTEGER, "rdfs:label" TEXT COLLATE NOCASE,
"rdfs:label:graph" INTEGER, "tracker:added" INTEGER,
"tracker:added:graph" INTEGER, "tracker:added:localDate" INTEGER,
"tracker:added:localTime" INTEGER, "tracker:modified" INTEGER,
"tracker:modified:graph" INTEGER, "tracker:damaged" INTEGER,
"tracker:damaged:graph" INTEGER, "dc:title" TEXT COLLATE NOCASE,
"dc:title:graph" INTEGER, "dc:creator" TEXT COLLATE NOCASE,
"dc:creator:graph" INTEGER, "dc:subject" TEXT COLLATE NOCASE,
"dc:subject:graph" INTEGER, "dc:description" TEXT COLLATE NOCASE,
"dc:description:graph" INTEGER, "dc:publisher" TEXT COLLATE NOCASE,
"dc:publisher:graph" INTEGER, "dc:type" TEXT COLLATE NOCASE,
"dc:type:graph" INTEGER, "dc:format" TEXT COLLATE NOCASE,
"dc:format:graph" INTEGER, "dc:identifier" TEXT COLLATE NOCASE,
"dc:identifier:graph" INTEGER, "dc:language" TEXT COLLATE NOCASE,
"dc:language:graph" INTEGER, "dc:coverage" TEXT COLLATE NOCASE,
"dc:coverage:graph" INTEGER, "dc:rights" TEXT COLLATE NOCASE,
"dc:rights:graph" INTEGER, "nao:identifier" TEXT COLLATE NOCASE,
"nao:identifier:graph" INTEGER, "nao:numericRating" REAL,
"nao:numericRating:graph" INTEGER, "nao:lastModified" INTEGER,
"nao:lastModified:graph" INTEGER, "nao:lastModified:localDate" INTEGER,
"nao:lastModified:localTime" INTEGER);
CREATE TABLE "rdfs:Resource_dc:contributor" (ID INTEGER NOT NULL,
"dc:contributor" TEXT NOT NULL, "dc:contributor:graph" INTEGER);
CREATE TABLE "rdfs:Resource_dc:date" (ID INTEGER NOT NULL, "dc:date" INTEGER NOT NULL,
"dc:date:graph" INTEGER, "dc:date:localDate" INTEGER NOT NULL,
"dc:date:localTime" INTEGER NOT NULL);
CREATE TABLE "rdfs:Resource_dc:relation" (ID INTEGER NOT NULL,
"dc:relation" TEXT NOT NULL, "dc:relation:graph" INTEGER);
CREATE TABLE "rdfs:Resource_dc:source" (ID INTEGER NOT NULL,
CREATE TABLE "rdfs:Resource_nao:deprecated" (ID INTEGER NOT NULL, "nao:deprecated" INTEGER NOT NULL, "nao:deprecated:graph" INTEGER);
CREATE TABLE "rdfs:Resource_nao:hasTag" (ID INTEGER NOT NULL, "nao:hasTag" INTEGER NOT NULL, "nao:hasTag:graph" INTEGER);
CREATE TABLE "rdfs:Resource_nao:isRelated" (ID INTEGER NOT NULL, "nao:isRelated" INTEGER NOT NULL, "nao:isRelated:graph" INTEGER);
CREATE TABLE "rdfs:Resource_rdf:type" (ID INTEGER NOT NULL, "rdf:type" INTEGER NOT NULL, "rdf:type:graph" INTEGER);
CREATE TABLE "scal:Attendee" (ID INTEGER NOT NULL PRIMARY KEY, "scal:attendanceStatus" INTEGER, "scal:attendanceStatus:graph" INTEGER, "scal:attendeeRole" INTEGER, "scal:attendeeRole:graph" INTEGER, "scal:attendeeContact" INTEGER, "scal:attendeeContact:graph" INTEGER, "scal:calendarUserType" INTEGER, "scal:calendarUserType:graph" INTEGER);
CREATE TABLE "scal:AttendeeRole" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "scal:Attendee_scal:delegated-from" (ID INTEGER NOT NULL, "scal:delegated-from" INTEGER NOT NULL, "scal:delegated-from:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:delegated-to" (ID INTEGER NOT NULL, "scal:delegated-to" INTEGER NOT NULL, "scal:delegated-to:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:member" (ID INTEGER NOT NULL, "scal:member" INTEGER NOT NULL, "scal:member:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:sent-by" (ID INTEGER NOT NULL, "scal:sent-by" INTEGER NOT NULL, "scal:sent-by:graph" INTEGER);
CREATE TABLE "slo:Landmark" (ID INTEGER NOT NULL PRIMARY KEY, "slo:iconUrl" INTEGER, "slo:iconUrl:graph" INTEGER);
CREATE TABLE "slo:LandmarkCategory" (ID INTEGER NOT NULL PRIMARY KEY, "slo:isRemovable" INTEGER, "slo:isRemovable:graph" INTEGER, "slo:categoryIconUrl" INTEGER, "slo:categoryIconUrl:graph" INTEGER);
CREATE TABLE "slo:Landmark_slo:belongsToCategory" (ID INTEGER NOT NULL, "slo:belongsToCategory" INTEGER NOT NULL, "slo:belongsToCategory:graph" INTEGER);
CREATE TABLE "slo:Landmark_slo:hasContact" (ID INTEGER NOT NULL, "slo:hasContact" INTEGER NOT NULL, "slo:hasContact:graph" INTEGER);
CREATE TABLE "slo:Route" (ID INTEGER NOT NULL PRIMARY KEY, "slo:startTime" INTEGER, "slo:startTime:graph" INTEGER, "slo:startTime:localDate" INTEGER, "slo:startTime:localTime" INTEGER, "slo:endTime" INTEGER, "slo:endTime:graph" INTEGER, "slo:endTime:localDate" INTEGER, "slo:endTime:localTime" INTEGER);
CREATE TABLE "slo:Route_slo:routeDetails" (ID INTEGER NOT NULL, "slo:routeDetails" TEXT NOT NULL, "slo:routeDetails:graph" INTEGER);
CREATE UNIQUE INDEX "mfo:FeedMessage_mfo:enclosureList_ID_ID" ON "mfo:FeedMessage_mfo:enclosureList" (ID, "mfo:enclosureList");
CREATE UNIQUE INDEX "mfo:FeedMessage_mfo:enclosureList_ID_ID" ON "mfo:FeedMessage_mfo:enclosureList" (ID, "mfo:enclosureList");
CREATE INDEX "mlo:GeoLocation_mlo:asBoundingBox_ID" ON "mlo:GeoLocation_mlo:asBoundingBox" (ID);
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:asBoundingBox_ID_ID" ON "mlo:GeoLocation_mlo:asBoundingBox" (ID, "mlo:asBoundingBox");
CREATE INDEX "mlo:GeoLocation_mlo:asPostalAddress_ID" ON "mlo:GeoLocation_mlo:asPostalAddress" (ID);
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:asPostalAddress_ID_ID" ON "mlo:GeoLocation_mlo:asPostalAddress" (ID, "mlo:asPostalAddress");
"mlo:GeoLocation_mlo:asPostalAddress" ("mlo:asPostalAddress", ID);
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:address_ID_ID" ON
"mlo:GeoPoint_mlo:address" (ID, "mlo:address");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:altitude_ID_ID" ON
"mlo:GeoPoint_mlo:altitude" (ID, "mlo:altitude");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:city_ID_ID" ON
"mlo:GeoPoint_mlo:city" (ID, "mlo:city");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:country_ID_ID" ON
"mlo:GeoPoint_mlo:country" (ID, "mlo:country");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:latitude_ID_ID" ON
"mlo:GeoPoint_mlo:latitude" (ID, "mlo:latitude");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:longitude_ID_ID" ON
"mlo:GeoPoint_mlo:longitude" (ID, "mlo:longitude");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:state_ID_ID" ON
"mlo:GeoPoint_mlo:state" (ID, "mlo:state");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:timestamp_ID_ID" ON
"mlo:GeoPoint_mlo:timestamp" (ID, "mlo:timestamp");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:radius_ID_ID" ON
"mlo:GeoSphere_mlo:radius" (ID, "mlo:radius");
CREATE UNIQUE INDEX "mlo:LandmarkCategory_mlo:isRemovable_ID_ID" ON
"mlo:LandmarkCategory_mlo:isRemovable" (ID, "mlo:isRemovable");
CREATE UNIQUE INDEX "mlo:Landmark_mlo:belongsToCategory_ID_ID" ON
"mlo:Landmark_mlo:belongsToCategory" (ID, "mlo:belongsToCategory");
CREATE UNIQUE INDEX "mlo:Landmark_mlo:poiLocation_ID_ID" ON
"mlo:Landmark_mlo:poiLocation" (ID, "mlo:poiLocation");
CREATE UNIQUE INDEX "mlo:LocationBoundingBox_mlo:boxEastLimit_ID_ID" ON
"mlo:LocationBoundingBox_mlo:boxEastLimit" (ID, "mlo:boxEastLimit");
CREATE UNIQUE INDEX "mlo:LocationBoundingBox_mlo:boxNorthLimit_ID_ID" ON
"mlo:LocationBoundingBox_mlo:boxNorthLimit" (ID, "mlo:boxNorthLimit");
CREATE UNIQUE INDEX
"mlo:LocationBoundingBox_mlo:boxSouthWestCorner_ID_ID" ON
"mlo:LocationBoundingBox_mlo:boxSouthWestCorner" (ID, "mlo:boxSouthWestCorner");
CREATE UNIQUE INDEX
"mlo:LocationBoundingBox_mlo:boxVerticalLimit_ID_ID" ON
"mlo:LocationBoundingBox_mlo:boxVerticalLimit" (ID, "mlo:boxVerticalLimit");
CREATE UNIQUE INDEX "mlo:Route_mlo:endTime_ID_ID" ON
"mlo:Route_mlo:endTime" (ID, "mlo:endTime");
CREATE UNIQUE INDEX "mlo:Route_mlo:routeDetails_ID_ID" ON
"mlo:Route_mlo:routeDetails" (ID, "mlo:routeDetails");
CREATE UNIQUE INDEX "mlo:Route_mlo:startTime_ID_ID" ON
"mlo:Route_mlo:startTime" (ID, "mlo:startTime");
CREATE UNIQUE INDEX "mlo:Transfer_mlo:transferList_ID_ID" ON
"mlo:Transfer_mlo:transferList" (ID, "mlo:transferList");
CREATE UNIQUE INDEX "mlo:Transfer_mlo:transferPrivacyLevel_ID_ID" ON
"mlo:Transfer_mlo:transferPrivacyLevel" (ID, "mlo:transferPrivacyLevel");
CREATE UNIQUE INDEX "mto:UploadTransfer_mto:transferCategory_ID_ID" ON "mto:UploadTransfer_mto:transferCategory" (ID, "mto:transferCategory")

CREATE UNIQUE INDEX "mto:Transfer_mto:transferPrivacyLevel" (ID, "mto:transferPrivacyLevel")

CREATE UNIQUE INDEX "nao:Tag_tracker:isDefaultTag_ID_ID" ON "nao:Tag_tracker:isDefaultTag" (ID, "tracker:isDefaultTag")

CREATE UNIQUE INDEX "nao:Tag_tracker:tagRelatedTo_ID_ID" ON "nao:Tag_tracker:tagRelatedTo" (ID, "tracker:tagRelatedTo")

CREATE UNIQUE INDEX "ncal:Alarm_ncal:action_ID_ID" ON "ncal:Alarm_ncal:action" (ID, "ncal:action")

CREATE UNIQUE INDEX "ncal:BydayRulePart_ncal:bydayModifier_ID_ID" ON "ncal:BydayRulePart_ncal:bydayModifier" (ID, "ncal:bydayModifier")

CREATE UNIQUE INDEX "ncal:BydayRulePart_ncal:bydayWeekday_ID_ID" ON "ncal:BydayRulePart_ncal:bydayWeekday" (ID, "ncal:bydayWeekday")

CREATE UNIQUE INDEX "ncal:Calendar_ncal:component_ID_ID" ON "ncal:Calendar_ncal:component" (ID, "ncal:component")

CREATE UNIQUE INDEX "ncal:Freebusy_ncal:freebusy_ID_ID" ON "ncal:Freebusy_ncal:freebusy" (ID, "ncal:freebusy")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byday_ID_ID" ON "ncal:RecurrenceRule_ncal:byday" (ID, "ncal:byday")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byhour_ID_ID" ON "ncal:RecurrenceRule_ncal:byhour" (ID, "ncal:byhour")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byminute_ID_ID" ON "ncal:RecurrenceRule_ncal:byminute" (ID, "ncal:byminute")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bymonth_ID_ID" ON "ncal:RecurrenceRule_ncal:bymonth" (ID, "ncal:bymonth")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bymonthday_ID_ID" ON "ncal:RecurrenceRule_ncal:bymonthday" (ID, "ncal:bymonthday")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bysecond_ID_ID" ON "ncal:RecurrenceRule_ncal:bysecond" (ID, "ncal:bysecond")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bysetpos_ID_ID" ON "ncal:RecurrenceRule_ncal:bysetpos" (ID, "ncal:bysetpos")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byweekno_ID_ID" ON "ncal:RecurrenceRule_ncal:byweekno" (ID, "ncal:byweekno")

CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byyearday_ID_ID" ON "ncal:RecurrenceRule_ncal:byyearday" (ID, "ncal:byyearday")

CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:attach_ID_ID" ON "ncal:UnionParentClass_ncal:attach" (ID, "ncal:attach")

CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:attendee_ID_ID" ON "ncal:UnionParentClass_ncal:attendee" (ID, "ncal:attendee")

CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:categories_ID_ID" ON "ncal:UnionParentClass_ncal:categories" (ID, "ncal:categories")

CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:exdate_ID_ID" ON "ncal:UnionParentClass_ncal:exdate" (ID, "ncal:exdate")

CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:exrule_ID_ID" ON "ncal:UnionParentClass_ncal:exrule" (ID, "ncal:exrule")
"ncal:UnionParentClass_ncal:hasAlarm" (ID, "ncal:hasAlarm");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:ncalRelation_ID_ID" ON
"ncal:UnionParentClass_ncal:ncalRelation" (ID, "ncal:ncalRelation");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:rdate_ID_ID" ON
"ncal:UnionParentClass_ncal:rdate" (ID, "ncal:rdate");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:relatedToChild_ID_ID"
ON "ncal:UnionParentClass_ncal:relatedToChild" (ID,
"ncal:relatedToChild");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:relatedToParent_ID_ID"
ON "ncal:UnionParentClass_ncal:relatedToParent" (ID,
"ncal:relatedToParent");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:resources_ID_ID" ON
"ncal:UnionParentClass_ncal:resources" (ID, "ncal:resources");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:rrule_ID_ID" ON
"ncal:UnionParentClass_ncal:rrule" (ID, "ncal:rrule");
CREATE UNIQUE INDEX "nco:Affiliation_nco:title_ID_ID" ON
"nco:Affiliation_nco:title" (ID, "nco:title");
CREATE UNIQUE INDEX "nco:ContactList_nco:containsContact_ID_ID" ON
"nco:ContactList_nco:containsContact" (ID, "nco:containsContact");
CREATE UNIQUE INDEX "nco:Contact_ncal:anniversary_ID_ID" ON
"nco:Contact_ncal:anniversary" (ID, "ncal:anniversary");
CREATE UNIQUE INDEX "nco:Contact_ncal:birthday_ID_ID" ON
"nco:Contact_ncal:birthday" (ID, "ncal:birthday");
CREATE UNIQUE INDEX "nco:Contact_ncal:belongsToGroup_ID_ID" ON
"nco:Contact_ncal:belongsToGroup" (ID, "nco:belongsToGroup");
CREATE UNIQUE INDEX "nco:Contact_nco:note_ID_ID" ON
"nco:Contact_nco:note" (ID, "nco:note");
CREATE UNIQUE INDEX "nco:Contact_scal:anniversary_ID_ID" ON
"nco:Contact_scal:anniversary" (ID, "scal:anniversary");
CREATE UNIQUE INDEX "nco:IMAccount_nco:hasIMContact_ID_ID" ON
"nco:IMAccount_nco:hasIMContact" (ID, "nco:hasIMContact");
CREATE UNIQUE INDEX "nco:IMAddress_nco:imCapability_ID_ID" ON
"nco:IMAddress_nco:imCapability" (ID, "nco:imCapability");
CREATE UNIQUE INDEX "nco:PersonContact_nco:hasAffiliation_ID_ID" ON
"nco:PersonContact_nco:hasAffiliation" (ID, "nco:hasAffiliation");
CREATE INDEX "nco:PersonContact_nco:nameFamily" ON "nco:PersonContact"
("nco:nameFamily");
CREATE INDEX "nco:PhoneNumber_nco:phoneNumber" ON "nco:PhoneNumber"
("nco:phoneNumber");
CREATE UNIQUE INDEX "nco:Role_nco:blogUrl_ID_ID" ON
"nco:Role_nco:blogUrl" (ID, "nco:blogUrl");
CREATE UNIQUE INDEX "nco:Role_nco:foafUrl_ID_ID" ON
"nco:Role_nco:foafUrl" (ID, "nco:foafUrl");
CREATE UNIQUE INDEX "nco:Role_nco:hasContactMedium_ID_ID" ON
"nco:Role_nco:hasContactMedium" (ID, "nco:hasContactMedium");
CREATE INDEX "nco:Role_nco:hasEmailAddress_ID" ON
"nco:Role_nco:hasEmailAddress" (ID);
CREATE UNIQUE INDEX "nco:Role_nco:hasEmailAddress_ID_ID" ON "nco:Role_nco:hasEmailAddress" ("nco:hasEmailAddress", ID);
CREATE UNIQUE INDEX "nco:Role_nco:hasIMAddress_ID_ID" ON "nco:Role_nco:hasIMAddress" (ID, "nco:hasIMAddress");
CREATE UNIQUE INDEX "nco:Role_nco:hasPhoneNumber_ID_ID" ON "nco:Role_nco:hasPhoneNumber" (ID, "nco:hasPhoneNumber");
CREATE INDEX "nco:Role_nco:hasPostalAddress_ID" ON "nco:Role_nco:hasPostalAddress" (ID);
CREATE UNIQUE INDEX "nco:Role_nco:hasPostalAddress_ID_ID" ON "nco:Role_nco:hasPostalAddress" ("nco:hasPostalAddress", ID);
CREATE UNIQUE INDEX "nco:Role_nco:url_ID_ID" ON "nco:Role_nco:url" (ID, "nco:url");
CREATE UNIQUE INDEX "nco:Role_nco:websiteUrl_ID_ID" ON "nco:Role_nco:websiteUrl" (ID, "nco:websiteUrl");
CREATE UNIQUE INDEX "nfo:BookmarkFolder_nfo:containsBookmarkFolder_ID_ID" ON "nfo:BookmarkFolder_nfo:containsBookmarkFolder" (ID, "nfo:containsBookmarkFolder");
CREATE UNIQUE INDEX "nfo:BookmarkFolder_nfo:containsBookmark_ID_ID" ON "nfo:BookmarkFolder_nfo:containsBookmark" (ID, "nfo:containsBookmark");
CREATE INDEX "nfo:FileDataObject_nfo:fileLastModified" ON "nfo:FileDataObject" ("nfo:fileLastModified");
CREATE UNIQUE INDEX "nfo:Image_nfo:depicts_ID_ID" ON "nfo:Image_nfo:depicts" (ID, "nfo:depicts");
CREATE UNIQUE INDEX "nfo:Image_nfo:hasRegionOfInterest_ID_ID" ON "nfo:Image_nfo:hasRegionOfInterest" (ID, "nfo:hasRegionOfInterest");
CREATE UNIQUE INDEX "nfo:MediaList_nfo:hasMediaFileListEntry_ID_ID" ON "nfo:MediaList_nfo:hasMediaFileListEntry" (ID, "nfo:hasMediaFileListEntry");
CREATE UNIQUE INDEX "nfo:MediaList_nfo:mediaListEntry_ID_ID" ON "nfo:MediaList_nfo:mediaListEntry" (ID, "nfo:mediaListEntry");
CREATE UNIQUE INDEX "nfo:Media_mtp:hidden_ID_ID" ON "nfo:Media_mtp:hidden" (ID, "mtp:hidden");
CREATE UNIQUE INDEX "nfo:Media_nmm:alternativeMedia_ID_ID" ON "nfo:Media_nmm:alternativeMedia" (ID, "nmm:alternativeMedia");
CREATE INDEX "nfo:Visual_nie:contentCreated" ON "nfo:Visual" ("nie:contentCreated");
CREATE UNIQUE INDEX "nid3:ID3Audio_nid3:leadArtist_ID_ID" ON "nid3:ID3Audio_nid3:leadArtist" (ID, "nid3:leadArtist");
CREATE UNIQUE INDEX "nie:DataObject_nie:dataSource_ID_ID" ON "nie:DataObject_nie:dataSource" (ID, "nie:dataSource");
CREATE UNIQUE INDEX "nie:DataObject_nie:isPartOf_ID_ID" ON "nie:DataObject_nie:isPartOf" (ID, "nie:isPartOf");
CREATE INDEX "nie:DataObject_nie:url" ON "nie:DataObject" ("nie:url");
CREATE INDEX "nie:InformationElement_mlo:location_ID" ON "nie:InformationElement_mlo:location" (ID);
CREATE UNIQUE INDEX "nie:InformationElement_mlo:location_ID_ID" ON "nie:InformationElement_mlo:location" ("mlo:location", ID);
CREATE UNIQUE INDEX "nie:InformationElement_nao:hasProperty_ID_ID" ON "nie:InformationElement_nao:hasProperty" (ID, "nao:hasProperty");
CREATE UNIQUE INDEX "nie:InformationElement_nco:contributor_ID_ID" ON "nie:InformationElement_nco:contributor" (ID, "nco:contributor");
CREATE UNIQUE INDEX "nie:InformationElement_nco:creator_ID_ID" ON "nie:InformationElement_nco:creator" (ID, "nco:creator");
CREATE UNIQUE INDEX "nie:InformationElement_nie:hasLogicalPart_ID_ID" ON "nie:InformationElement_nie:hasLogicalPart" (ID, "nie:hasLogicalPart");
CREATE UNIQUE INDEX "nie:InformationElement_nie:hasPart_ID_ID" ON "nie:InformationElement_nie:hasPart" (ID, "nie:hasPart");
CREATE UNIQUE INDEX "nie:InformationElement_nie:informationElementDate_ID_ID" ON "nie:InformationElement_nie:informationElementDate" (ID, "nie:informationElementDate");
CREATE UNIQUE INDEX "nie:InformationElement_nie:isLogicalPartOf_ID_ID" ON "nie:InformationElement_nie:isLogicalPartOf" (ID, "nie:isLogicalPartOf");
CREATE UNIQUE INDEX "nie:InformationElement_nie:keyword_ID_ID" ON "nie:InformationElement_nie:keyword" (ID, "nie:keyword");
CREATE UNIQUE INDEX "nie:InformationElement_nie:relatedTo_ID_ID" ON "nie:InformationElement_nie:relatedTo" (ID, "nie:relatedTo");
CREATE INDEX "nie:InformationElement_slo:location" ON "nie:InformationElement" ("slo:location");
CREATE INDEX "nmm:Artist_nmm:artistName" ON "nmm:Artist" ("nmm:artistName");
CREATE INDEX "nmm:MusicAlbum_nie:title" ON "nmm:MusicAlbum" ("nie:title");
CREATE UNIQUE INDEX "nmm:MusicAlbum_nmm:albumArtist_ID_ID" ON "nmm:MusicAlbum_nmm:albumArtist" (ID, "nmm:albumArtist");
CREATE INDEX "nmm:MusicPiece_nie:title" ON "nmm:MusicPiece" ("nie:title");
CREATE UNIQUE INDEX "nmm:MusicPiece_nmm:lyrics_ID_ID" ON "nmm:MusicPiece_nmm:lyrics" (ID, "nmm:lyrics");
CREATE INDEX "nmm:MusicPiece_nmm:musicAlbum" ON "nmm:MusicPiece" ("nmm:musicAlbum");
CREATE INDEX "nmm:MusicPiece_nmm:performer" ON "nmm:MusicPiece" ("nmm:performer");
CREATE UNIQUE INDEX "nmm:RadioStation_nmm:carrier_ID_ID" ON "nmm:RadioStation_nmm:carrier" (ID, "nmm:carrier");
CREATE UNIQUE INDEX "nmm:Video_mtp:scantype_ID_ID" ON "nmm:Video_mtp:scantype" (ID, "mtp:scantype");
CREATE UNIQUE INDEX "nmm:Video_nmm:director_ID_ID" ON "nmm:Video_nmm:director" (ID, "nmm:director");
CREATE UNIQUE INDEX "nmm:Video_nmm:leadActor_ID_ID" ON "nmm:Video_nmm:leadActor" (ID, "nmm:leadActor");
CREATE UNIQUE INDEX "nmm:Video_nmm:subtitle_ID_ID" ON "nmm:Video_nmm:subtitle" (ID, "nmm:subtitle");
CREATE INDEX "nmo:Call_nmo:sentDate" ON "nmo:Call" ("nmo:sentDate");
CREATE INDEX "nmo:CommunicationChannel_nmo:hasParticipant_ID" ON "nmo:CommunicationChannel_nmo:hasParticipant" (ID);
CREATE UNIQUE INDEX "nmo:CommunicationChannel_nmo:hasParticipant_ID_ID" ON "nmo:CommunicationChannel_nmo:hasParticipant" ("nmo:hasParticipant", ID);
CREATE INDEX "nmo:CommunicationChannel_nmo:lastMessageDate" ON "nmo:CommunicationChannel" ("nmo:lastMessageDate");
CREATE UNIQUE INDEX "nmo:Email_nmo:contentMimeType_ID_ID" ON "nmo:Email_nmo:contentMimeType" (ID, "nmo:contentMimeType");
CREATE UNIQUE INDEX "nmo:Message_nmo:bcc_ID_ID" ON "nmo:Message_nmo:bcc" (ID, "nmo:bcc");
CREATE UNIQUE INDEX "nmo:Message_nmo:cc_ID_ID" ON "nmo:Message_nmo:cc" (ID, "nmo:cc");
CREATE INDEX "nmo:Message_nmo:communicationChannel" ON "nmo:Message" ("nmo:communicationChannel", "nmo:receivedDate");
CREATE INDEX "nmo:Message_nmo:conversation" ON "nmo:Message" ("nmo:conversation");
CREATE INDEX "nmo:Message_nmo:from" ON "nmo:Message" ("nmo:from");
CREATE UNIQUE INDEX "nmo:Message_nmo:hasAttachment_ID_ID" ON "nmo:Message_nmo:hasAttachment" (ID, "nmo:hasAttachment");
CREATE UNIQUE INDEX "nmo:Message_nmo:inReplyTo_ID_ID" ON "nmo:Message_nmo:inReplyTo" (ID, "nmo:inReplyTo");
CREATE UNIQUE INDEX "nmo:Message_nmo:messageHeader_ID_ID" ON "nmo:Message_nmo:messageHeader" (ID, "nmo:messageHeader");
CREATE UNIQUE INDEX "nmo:Message_nmo:recipient_ID_ID" ON "nmo:Message_nmo:recipient" (ID, "nmo:recipient");
CREATE UNIQUE INDEX "nmo:Message_nmo:references_ID_ID" ON "nmo:Message_nmo:references" (ID, "nmo:references");
CREATE INDEX "nmo:Message_nmo:sender" ON "nmo:Message" ("nmo:sender");
CREATE INDEX "nmo:Message_nmo:sentDate" ON "nmo:Message" ("nmo:sentDate");
CREATE INDEX "nmo:Message_nmo:to_ID" ON "nmo:Message_nmo:to" (ID);
CREATE UNIQUE INDEX "nmo:Message_nmo:to_ID_ID" ON "nmo:Message_nmo:to" ("nmo:to", ID);
CREATE UNIQUE INDEX "nmo:MimePart_nmo:mimeHeader_ID_ID" ON "nmo:MimePart_nmo:mimeHeader" (ID, "nmo:mimeHeader");
CREATE UNIQUE INDEX "nmo:Multipart_nmo:partBoundary_ID_ID" ON "nmo:Multipart_nmo:partBoundary" (ID, "nmo:partBoundary");
CREATE UNIQUE INDEX "nmo:PhoneMessage_nmo:containsPhoneMessageFolder_ID_ID" ON "nmo:PhoneMessageFolder_nmo:containsPhoneMessageFolder" (ID, "nmo:containsPhoneMessageFolder");
CREATE UNIQUE INDEX "nmo:PhoneMessageFolder_nmo:containsPhoneMessage_ID_ID" ON "nmo:PhoneMessageFolder_nmo:containsPhoneMessage" (ID, "nmo:containsPhoneMessage");
CREATE UNIQUE INDEX "nmo:PhoneMessage_nmo:toVCard_ID_ID" ON "nmo:PhoneMessage_nmo:toVCard" (ID, "nmo:toVCard");
CREATE UNIQUE INDEX "rdfs:Property_rdfs:subPropertyOf_ID_ID_ID" ON "rdfs:Property_rdfs:subPropertyOf" (ID, "rdfs:subPropertyOf");
CREATE UNIQUE INDEX "rdfs:Class_rdfs:subClassOf_ID_ID_ID" ON "rdfs:Class_rdfs:subClassOf" (ID, "rdfs:subClassOf");
CREATE UNIQUE INDEX "rdfs:Class_tracker:domainIndex_ID_ID_ID" ON "rdfs:Class_tracker:domainIndex" (ID, "tracker:domainIndex");
CREATE UNIQUE INDEX "rdfs:Resource_dc:date_ID_ID_ID" ON "rdfs:Resource_dc:date" (ID, "dc:date");
CREATE UNIQUE INDEX "rdfs:Resource_nao:deprecated_ID_ID_ID" ON "rdfs:Resource_nao:deprecated" (ID, "nao:deprecated");
CREATE INDEX "rdfs:Resource_nao:hasTag_ID" ON "rdfs:Resource_nao:hasTag" (ID);
CREATE UNIQUE INDEX "rdfs:Resource_nao:hasTag_ID_ID_ID" ON "rdfs:Resource_nao:hasTag" ("nao:hasTag", ID);
CREATE UNIQUE INDEX "rdfs:Resource_nao:isRelated_ID_ID_ID" ON "rdfs:Resource_nao:isRelated" (ID, "nao:isRelated");
CREATE UNIQUE INDEX "rdfs:Resource_rdf:type_ID_ID_ID" ON "rdfs:Resource_rdf:type" (ID, "rdf:type");
CREATE INDEX "rdfs:Resource_tracker:added" ON "rdfs:Resource" ("tracker:added");
CREATE UNIQUE INDEX "scal:Attendee_scal:delegated-from_ID_ID_ID" ON "scal:Attendee_scal:delegated-from" (ID, "scal:delegated-from");
CREATE UNIQUE INDEX "scal:Attendee_scal:delegated-to_ID_ID_ID" ON "scal:Attendee_scal:delegated-to" (ID, "scal:delegated-to");
CREATE UNIQUE INDEX "scal:Attendee_scal:member_ID_ID_ID" ON "scal:Attendee_scal:member" (ID, "scal:member");
CREATE UNIQUE INDEX "scal:Attendee_scal:sent-by_ID_ID_ID" ON "scal:Attendee_scal:sent-by" (ID, "scal:sent-by");
CREATE UNIQUE INDEX "scal:CalendarAlarm_scal:alarmAttendee_ID_ID_ID" ON "scal:CalendarAlarm_scal:alarmAttendee" (ID, "scal:alarmAttendee");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:access_ID_ID_ID" ON "scal:CalendarItem_scal:access" (ID, "scal:access");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:attachment_ID_ID_ID" ON "scal:CalendarItem_scal:attachment" (ID, "scal:attachment");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:attendee_ID_ID_ID" ON "scal:CalendarItem_scal:attendee" (ID, "scal:attendee");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:belongsToCalendar_ID_ID_ID" ON "scal:CalendarItem_scal:belongsToCalendar" (ID, "scal:belongsToCalendar");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:belongsToFile_ID_ID_ID" ON "scal:CalendarItem_scal:belongsToFile" (ID, "scal:belongsToFile");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:contact_ID_ID_ID" ON "scal:CalendarItem_scal:contact" (ID, "scal:contact");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:rrule_ID_ID_ID" ON "scal:CalendarItem_scal:rrule" (ID, "scal:rrule");
CREATE INDEX "slo:GeoLocation_slo:postalAddress" ON "slo:GeoLocation"
CREATE UNIQUE INDEX "slo:belongsToCategory_ID_ID" ON "slo:Landmark_slo:belongsToCategory" (ID, "slo:belongsToCategory")
CREATE UNIQUE INDEX "slo:hasContact_ID_ID" ON "slo:Landmark_slo:hasContact" (ID, "slo:hasContact")
CREATE UNIQUE INDEX "slo:Route_slo:routeDetails_ID_ID" ON "slo:Route_slo:routeDetails" (ID, "slo:routeDetails")

EXPLAIN SELECT "1_u", (SELECT "nco:fullname" FROM "nco:Contact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameFamily" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameGiven" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameAdditional" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameHonorificPrefix" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameHonorificSuffix" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nickname" FROM "nco:Contact" WHERE ID = "1_u") COLLATE NOCASE, strftime("%s",(SELECT "nco:birthDate" FROM "nco:Contact" WHERE ID = "1_u")), (SELECT "nie:url" FROM "nie:DataObject" WHERE ID = (SELECT "nco:photo" FROM "nco:Contact" WHERE ID = "1_u")), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||COALESCE((SELECT "nco:imProtocol" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE NOCASE||COALESCE((SELECT "nco:imID" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE NOCASE||COALESCE((SELECT "nco:imNickname" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE), ",") FROM (SELECT "nco:PersonContact_nco:hasAffiliation2"."nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasIMAddress3"."nco:hasIMAddress" AS "3_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "nco:PersonContact_nco:hasAffiliation2", "nco:Role_nco:hasIMAddress" AS "nco:Role_nco:hasIMAddress3" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation2"."ID" AND "nco:PersonContact_nco:hasAffiliation2"."nco:hasAffiliation" = "nco:Role_nco:hasIMAddress3"."ID"), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||"nco:phoneNumber" FROM "nco:PhoneNumber" WHERE ID = "4_u") COLLATE NOCASE, ",") FROM (SELECT "nco:PersonContact_nco:hasAffiliation4"."nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasPhoneNumber5"."nco:hasPhoneNumber" AS "4_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "nco:PersonContact_nco:hasAffiliation4", "nco:Role_nco:hasPhoneNumber" AS "nco:Role_nco:hasPhoneNumber5" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation4"."ID" AND "nco:PersonContact_nco:hasAffiliation4"."nco:hasAffiliation" = "nco:Role_nco:hasPhoneNumber5"."ID"), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||"nco:emailAddress" FROM "nco:EmailAddress" AS "nco:EmailAddress5" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation5"."ID" AND "nco:PersonContact_nco:hasAffiliation5"."nco:hasAffiliation" = "nco:Role_nco:hasPhoneNumber5"."ID"))
FROM "nco:EmailAddress" WHERE ID = "5_u") COLLATE NOCASE, `)
FROM (SELECT "nco:PersonContact_nco:hasAffiliation6"."nco:hasAffiliation"
AS "2_u", "nco:Role_nco:hasEmailAddress7"."nco:hasEmailAddress"
AS "5_u" FROM "nco:PersonContact_nco:hasAffiliation" AS
"nco:PersonContact_nco:hasAffiliation6",
"nco:Role_nco:hasEmailAddress" AS "nco:Role_nco:hasEmailAddress7"
WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation6"."ID" AND
"nco:PersonContact_nco:hasAffiliation6"."nco:hasAffiliation" =
"nco:Role_nco:hasEmailAddress7"."ID"), (SELECT
GROUP_CONCAT("2_u"||? COLLATE NOCASE||COALESCE((SELECT
GROUP_CONCAT(SELECT Uri FROM Resource WHERE ID =
"nco:blogUrl"),`),? COLLATE NOCASE||COALESCE((SELECT
GROUP_CONCAT(SELECT Uri FROM Resource WHERE ID =
"nco:websiteUrl"),`),? COLLATE NOCASE)||? COLLATE NOCASE||COALESCE((SELECT
GROUP_CONCAT(SELECT Uri FROM Resource WHERE ID = "nco:url"),`),? COLLATE NOCASE),
'un') FROM (SELECT
"nco:PersonContact_nco:hasAffiliation8"."nco:hasAffiliation" AS
"2_u" FROM "nco:PersonContact_nco:hasAffiliation8"."nco:hasAffiliation8"
WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation8"."ID"), (SELECT
GROUP_CONCAT("6_u",`) FROM (SELECT
"rdfs:Resource_nao:hasTag9"."nao:hasTag" AS "6_u" FROM
"rdfs:Resource_nao:hasTag9"."nao:hasTag" WHERE
"1_u" = "rdfs:Resource_nao:hasTag9"."ID"), (SELECT
GROUP_CONCAT("2_u"||? COLLATE NOCASE||COALESCE((SELECT "nco:role" FROM "nco:Affiliation" WHERE
ID = "2_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE
NOCASE||COALESCE((SELECT "nco:department" FROM "nco:Affiliation"
WHERE ID = "2_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE
NOCASE||COALESCE((SELECT GROUP_CONCAT("nco:title",`) FROM
"nco:Affiliation_nco:title" WHERE ID = "2_u"), ? COLLATE NOCASE),
'un') FROM (SELECT
"nco:PersonContact_nco:hasAffiliation10"."nco:hasAffiliation" AS
"2_u" FROM "nco:PersonContact_nco:hasAffiliation10"."nco:hasAffiliation10"
WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation10"."ID"), (SELECT
GROUP_CONCAT("nco:note",`) FROM "nco:Contact_nco:note" WHERE ID =
"1_u"), (SELECT "nco:gender" FROM "nco:PersonContact" WHERE ID =
"1_u"), (SELECT GROUP_CONCAT("2_u"||? COLLATE
NOCASE||COALESCE((SELECT "nco:pobox" FROM "nco:PostalAddress"
WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE
NOCASE||COALESCE((SELECT "nco:district" FROM "nco:PostalAddress"
WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE
NOCASE||COALESCE((SELECT "nco:county" FROM "nco:PostalAddress"
WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE
NOCASE}
NOCASE||COALESCE((SELECT "nco:locality" FROM "nco:PostalAddress"
WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)||?
NOCASE||COALESCE((SELECT "nco:postalcode" FROM
"nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ?
COLLATE NOCASE)||?
NOCASE||COALESCE((SELECT "nco:streetAddress"
FROM "nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ?
COLLATE NOCASE)||?
NOCASE||COALESCE((SELECT "nco:addressLocation" FROM
Resource WHERE ID = (SELECT "nco:addressLocation" FROM
"nco:PostalAddress" WHERE ID = "7_u")), ?, COLLATE NOCASE)||?
NOCASE||COALESCE((SELECT "nco:extendedAddress" FROM
"nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ?, COLLATE
NOCASE)||?
NOCASE||COALESCE((SELECT "nco:country" FROM
"nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ?, COLLATE
NOCASE)||?
NOCASE||COALESCE((SELECT "nco:region" FROM
"nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ?, COLLATE
NOCASE), "u") FROM (SELECT
"nco:PersonContact_nco:hasAffiliation11"."nco:hasAffiliation" AS
"2_u", "nco:Role_nco:hasPostalAddress12"."nco:hasPostalAddress"
AS "7_u" FROM "nco:PersonContact_nco:hasAffiliation11",
"nco:PersonContact_nco:hasAffiliation11",
"nco:Role_nco:hasPostalAddress" AS
"nco:hasAffiliation12" WHERE "1_u" =
"nco:PersonContact_nco:hasAffiliation11"."ID" AND
"nco:PersonContact_nco:hasAffiliation11"."nco:hasAffiliation" =
"nco:Role_nco:hasPostalAddress12"."ID"), (SELECT
GROUP_CONCAT("10_u" COLLATE NOCASE, ',') FROM (SELECT
"nie:InformationElement_nao:hasProperty13"."nao:hasProperty" AS
"8_u", "nao:Property14"."nao:propertyName" AS "9_u",
"nao:Property14"."nao:propertyValue" AS "10_u" FROM
"nie:InformationElement_nao:hasProperty" AS
"nie:InformationElement_nao:hasProperty13", "nao:Property14" AS
"nie:InformationElement_nao:hasProperty" AS
"nie:InformationElement_nao:hasProperty13", "nao:Property" AS
"nao:Property14" WHERE "1_u" =
"nie:InformationElement_nao:hasProperty13"."ID" AND
"nie:InformationElement_nao:hasProperty13"."nao:hasProperty" =
"nao:Property14"."ID" AND "9_u" IS NOT NULL AND "10_u" IS NOT
NULL AND ("9_u" COLLATE NOCASE = ? COLLATE NOCASE))) FROM (SELECT
"nco:PersonContact1"."ID" AS "1_u" FROM "nco:PersonContact" AS
"nco:PersonContact1") ORDER BY "1_u";
}
} {/* Goto */}

finish_test

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

without a shared lock, other processes are free to modify the database

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

<h3>Proprietary SQLite Extensions</h3>
<a href="copyright.html">public domain</a>. But there also exist proprietary, licensed extensions to SQLite, written and maintained
You are welcomed to use SQLite in closed source, proprietary, and/or

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

)putinterval

Found in path(s):
* 1 index 0(BadFont
No license file was found, but licenses were detected in source scan.

Suppose the demo_data.boundary field holds some proprietary data description

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

<li>Sources are in the <a href="copyright.html">public domain</a>.
Rather than using fopen() to write XML or some proprietary format into

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

# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
#    May you do good and not evil.
#    May you find forgiveness for yourself and forgive others.
#    May you share freely, never taking more than you give.
#*************************************************************************
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS2 module.
# $Id: fts2c.test,v 1.1 2006/10/19 23:36:26 shess Exp $
#

set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS2 is defined, omit this file.
if capable !fts2 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
do_test fts2c-1.1 {
    db eval {
        CREATE VIRTUAL TABLE email USING fts2([from],[to],subject,body);
        BEGIN TRANSACTION;
        INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com,'traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.

The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

?If the transaction volume on the child is less than half of the parent”s minimum volume no hedge will occur.
?If the transaction volume on the child is more than half the parent”s minimum volume but less than half the volume increment on the parent, the hedge will volume will be the parent”s minimum volume.
?For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

Please see example below:

Parent”s Settings:
Minimum: 5000
Increment: 1000

Volume on Autohedge transactionVolume Hedged
1 - 24990
2500 - 54995000
5500 - 64996000);
INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com,
lisa.king@enron.com, lisa.best@enron.com.', 'Leaving Early', 'FYI:
If it’s ok with everyone’s needs, I would like to leave @4pm. If you think
you will need my assistance past the 4 o’clock hour just let me know; I’ll
be more than willing to stay.);
INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com',
louise.kitchen@enron.com', '<<Concur Expense Document>> - CC02.06.02', 'The following expense report is ready for approval:

Employee Name: Christopher F. Calger
Status last changed by: Mollie E. Gustafson Ms
Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com');
INSERT INTO email([from],[to],subject,body) VALUES('jeff.duff@enron.com', 'julie.johnson@enron.com', 'Work request', 'Julie,
Could you print off the current work request report by 1:30 today?

Gentlemen,

I’d like to review this today at 1:30 in our office. Also, could you provide
me with your activity reports so I can have Julie enter this information.

JD');
INSERT INTO email([from],[to],subject,body) VALUES('v.weldon@enron.com', 'gary.l.carrier@usa.dupont.com,
scott.joyce@bankofamerica.com', 'Enron News', 'This could turn into something big....
http://biz.yahoo.com/rf/010129/n29305829.html');
INSERT INTO email([from],[to],subject,body) VALUES('mark.haedicke@enron.com', 'paul.simons@enron.com',
'Re: First Polish Deal!', 'Congrats! Things seem to be building rapidly now on the Continent. Mark');
INSERT INTO email([from],[to],subject,body) VALUES('k.robinson@enron.com', 't.robinson@enron.com', 'FW:
Producers Newsletter 9-24-2001', '
The producer lumber pricing sheet.
-----Original Message-----
From: Johnson, Jay
Sent:Tuesday, October 16, 2001 3:42 PM
To:Carter, Karen E.
Subject:FW: Producers Newsletter 9-24-2001

-----Original Message-----
From: Daigre, Sergai
Sent:Friday, September 21, 2001 8:33 PM
Subject:Producers Newsletter 9-24-2001
I spoke to Max and he agrees with this approach.

I hope this meets with your approval.

Regards
Delainey');

Here is the original memo we discussed earlier. Please provide any information that you may have.

Your cooperation is greatly appreciated.

Thanks,

lachandra.fenceroy@enron.com
713.853.3884
877.498.3401 Pager

-----Original Message-----
From: Bisbee, Joanne
Sent: Wednesday, September 26, 2001 7:50 AM
To: Fenceroy, LaChandra
Subject: FW: Bus Applications Meeting Follow Up

Lachandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

-----Original Message-----
From: Koh, Wendy
Sent: Tuesday, September 25, 2001 2:41 PM
To: Bisbee, Joanne
Subject: Bus Applications Meeting Follow Up

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy');
If Julie’s merit needs to be lump sum, just move it over to that column. Also, send me Eric Gadd’s sheets as well.

Thanks.

Dan

-----Original Message-----
From: Fagan, Fran
Sent: Thursday, December 20, 2001 11:10 AM
To: McCarty, Danny
Subject: worksheets

As discussed, attached are your sheets for bonus and merit.

Thanks,

Fran Fagan
Sr. HR Rep
713.853.5219

<< File: McCartyMerit.xls >> << File: mccartyBonusCommercial_UnP.xls >>

');

INSERT INTO email([from],[to],subject,body) VALUES('bert.meyers@enron.com', 'shift.dl-portland@enron.com', 'OCTOBER SCHEDULE', 'TEAM,

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.

BERT');

INSERT INTO email([from],[to],subject,body) VALUES('errol.mclaughlin@enron.com', 'john.arnold@enron.com, bilal.bajwa@enron.com, john.griffith@enron.com.', 'TRV Notification: (NG - PROPT P/L - 09/27/2001)', 'The report named: NG - PROPT P/L <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=11&report_name=NG+-+PROPT+P/L&category_cd=5&category_name=FINANCIAL&toc_hide=1&sTV1=5&TV1Exp=Y&current_efct_date=09/27/2001>, published as of 09/27/2001 is now available for viewing on the website.);

INSERT INTO email([from],[to],subject,body) VALUES('patrice.mims@enron.com', 'calvin.eakins@enron.com', 'Re: Small business supply assistance', 'Hi Calvin

I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our credit guy, Russell Diamond.

Thank for your help!!);

INSERT INTO email([from],[to],subject,body) VALUES('legal <.hall@enron.com>', 'stephanie.panus@enron.com', 'Termination update', 'City of Vernon and Salt River Project terminated their contracts. I will fax these notices to you.);

INSERT INTO email([from],[to],subject,body) VALUES('d..steffes@enron.com', 'richard.shapiro@enron.com', 'EES / ENA Government Affairs Staffing & Outside Services', 'Rick --
Here is the information on staffing and outside services. Call if you need anything else.

Jim

');
INSERT INTO email([from],[to],subject,body) VALUES('gelliott@industrialinfo.com', 'pcopello@industrialinfo.com', 'ECAAR (Gavin), WSCC (Diablo Canyon), & NPCC (Seabrook)', 'Dear Power Outage Database Customer,
Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages.
In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks.
Greg Elliott
IIR, Inc.
713-783-5147 x 3481
outages@industrialinfo.com
THE INFORMATION CONTAINED IN THIS E-MAIL IS LEGALLY PRIVILEGED AND CONFIDENTIAL INFORMATION INTENDED ONLY FOR THE USE OF THE INDIVIDUAL OR ENTITY NAMED ABOVE. YOU ARE HEREBY NOTIFIED THAT ANY DISSEMINATION, DISTRIBUTION, OR COPY OF THIS E-MAIL TO UNAUTHORIZED ENTITIES IS STRICTLY PROHIBITED. IF YOU HAVE RECEIVED THIS E-MAIL IN ERROR, PLEASE DELETE IT.
- OUTAGE.dbf
- 111201R.xls
- 111201.xls ');
INSERT INTO email([from],[to],subject,body) VALUES('enron.announcements@enron.com', 'all_ena_egm_eim@enron.com', 'EWS Brown Bag', 'MARK YOUR LUNCH CALENDARS NOW!
You are invited to attend the EWS Brown Bag Lunch Series
Featuring: RAY BOWEN, COO
Topic: Enron Industrial Markets
Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2
You bring your lunch, Limited Seating
We provide drinks and dessert. RSVP x 3-9610');
INSERT INTO email([from],[to],subject,body) VALUES('chris.germany@enron.com', 'ingrid.immer@williams.com', 'Re: About St Pauls', 'Sounds good to me. I bet this is next to the Warick?? Hotel.
"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>
http://www.stpaulshouston.org/about.html

Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know. ??

- About St Pauls.url

');
INSERT INTO email([from],[to],subject,body) VALUES('nas@cpuc.ca.gov', 'skatz@sempratading.com, kmccrea@sablaw.com, thompson@wrightlaw.com,' 'Reply Brief filed July 31, 2000', '- CPUC01-#76371-v1-Revised_Reply_Brief_Due_tod・・・

INSERT INTO email([from],[to],subject,body) VALUES('gascontrol@aglresources.com', 'dscott4@enron.com, lcampbel@enron.com', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder
As discussed in the Winter Operations Meeting on Sept.29,2000,
E-Gas(Emergency Gas) will not be offered this winter as a service from AGLC. Marketers and Poolers can receive gas via Peaking and IBSS nominations(daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.

');
INSERT INTO email([from],[to],subject,body) VALUES('dutch.quigley@enron.com', 'rwolkwitz@powermerchants.com', '', '
Here is a goody for you:

INSERT INTO email([from],[to],subject,body) VALUES('ryan.o"rorke@enron.com', 'k..allen@enron.com, randy.bhatia@enron.com, frank.ermis@enron.com,', 'TRV Notification:  (West VaR - 11/07/2001)', 'The report named: West VaR <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=36&report_name=West+VaR&category_cd=2&category_name=WEST&toc_hide=1&sTV1=2&TV1Exp=Y&current_efct_date=11/07/2001>, published as of 11/07/2001 is now available for viewing on the website.');</n
INSERT INTO email([from],[to],subject,body) VALUES('mjones7@txu.com', 'cstone1@txu.com, ggreen2@txu.com, timpowell@txu.com', 'Enron / HPL Actuals for July 10, 2000', 'Teco Tap 10.000 / Enron ; LS HPL LSK IC 30.000 / Enron

LS HPL LSK IC 30.000 / Enron
Is it safe to assume that practice is cancelled for tonight??

Susan Pereira);
INSERT INTO email([from],[to],subject,body) VALUES('mark.whitt@enron.com', 'barry.tycholiz@enron.com', 'Huber Internal Memo', 'Please look at this. I didn't know how deep to go with the desk. Do you think this works.

');
INSERT INTO email([from],[to],subject,body) VALUES('m..forney@enron.com', 'george.phillips@enron.com', '', 'George,
Give me a call and we will further discuss opportunities on the 13st floor.

Thanks,
JMForney
3-7160');
INSERT INTO email([from],[to],subject,body) VALUES('brad.mckay@enron.com', 'angusmcka@aol.com', 'Re: (no subject)', 'not yet');
INSERT INTO email([from],[to],subject,body) VALUES('adam.bayer@enron.com', 'jonathan.mckay@enron.com', 'FW: Curve Fetch File', 'Here is the curve fetch file sent to me. It has plenty of points in it. If you give me a list of which ones you need we may be able to construct a secondary worksheet to vlookup the values.

adam
35227

-----Original Message-----
From: Royed, Jeff
Sent:Tuesday, September 25, 2001 11:37 AM
To:Bayer, Adam
Subject:Curve Fetch File

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed
Enron
Energy Operations
Phone: 713-853-5295');
INSERT INTO email([from],[to],subject,body) VALUES('matt.smith@enron.com', 'yan.wang@enron.com', 'Report Formats', 'Yan,
The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:
The orientation of the individual reports should be correct. Thanks.

Mat

PS. Just a reminder to add the "*" by the title of calculated points.:

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM
To: "''Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)"
"Marymankarious@mhhs.org>, "Marymankarious (E-mail)"
"mankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy
Mankarious (E-mail)" <Mankarious@aol.com>

Subject: Egyptian Festival

<<Egyptian Festival.url>>

http://www.egyptianfestival.com/

Thanks

---------------------------------- Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000
08:39 AM -------------------------------

From: William Kelly @ ECT 12/20/2000 08:31 AM

To: Kam Keiser/HOU/ECT@ECT, Darron C Giron/HOU/ECT@ECT, David
Baumbach/HOU/ECT@ECT, Errol McLaughlin/Corp/Enron@ENRON
cc: Kimat Singla/HOU/ECT@ECT, Kulvinder Fowler/NA/Enron@ENRON, Kyle R
Subject: New EAST books

We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.

New:
Scott Neal : East Northeast
Dick Jenkins: East Marketeast

WK
')

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.

This means that if you are inputting a basis price on a Child product, you will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave'};

I saw it. Very interesting.

Vince
"John H Herbert" <jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski" <Vince_J_Kaminski@enron.com>
cc:
Subject: Light reading - see pieces beginning on page 7

Cheers and have a nice weekend,

JHHerbert

- gd000728.pdf

');
INSERT INTO email([from],[to],subject,body) VALUES('matthew.lenhart@enron.com',
'mmmarcantel@equiva.com', 'RE:', 'i will try to line up a pig for you');
INSERT INTO email([from],[to],subject,body) VALUES('jae.black@enron.com', 'claudette.harvey@enron.com,
chaun.roberts@enron.com, judy.martinez@enron.com;', 'Disaster Recovery Equipment', 'As a reminder...there are
several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery
Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer
system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment
for you to use.

Thanks for your understanding in this matter.

T.Jae Black
East Power Trading
Assistant to Kevin Presto
off. 713-853-5800
fax 713-646-8272
cell 713-539-4760);
INSERT INTO email([from],[to],subject,body) VALUES('eric.bass@enron.com', 'dale.neuner@enron.com', '5 X
24', 'Dale,

Have you heard anything more on the 5 X 24s? We would like to get this
product out ASAP.

Thanks,

Eric');
Dear SmartReminders Member,

We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.

SmartReminders.com is a permission-based service. To unsubscribe, click here.

'10% Coupon - PrintPal Printer Cartridges - 100% Guaranteed'

Ben

The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA’s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that, I felt this was the type of info you were looking for. Thanks!

Ben

Expense Report Receipts Not Received

Employee Name: Michelle Cash
Report Name: Houston Cellular 8-11-01
Report Date: 12/13/01
Report ID: 594D37C9ED2111D5B452
Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.';

'CAISO Emergency Motion -- to discontinue market-based rates for’, 'FYI. the latest broadside against the generators.'
Sue Mara  
Enron Corp.  
Tel: (415) 782-7802  
Fax: (415) 782-7854  
----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM -----  

"Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM  To: ""smara@enron.com""  
<smara@enron.com> cc: Subject: CAISO Emergency Motion  

Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?  

Marcie  

"

Who is General Brinks?  

Fletch');  
INSERT INTO email([from],[to],subject,body) VALUES('nailia.dindarova@enron.com',  
'rebecca.shapiro@enron.com', 'Documents for Mark Frevert (on EU developments and lessons from',  
'Rick,  

Here are the documents that Peter has prepared for Mark Frevert.  

Nailia  

--------------------------- Forwarded by Nailia Dindarova/LON/ECT on 25/06/2001  
16:36 ---------------------------  

Nailia Dindarova  
25/06/2001 15:36  
To: Michael Brown/Enron@EUEnronXGate  
cc: Ross Sankey/Enron@EUEnronXGate, Eric Shaw/ENRON@EUEnronXGate, Peter Styles/LON/ECT@ECT  

Subject: Documents for Mark Frevert (on EU developments and lessons from California)  

Michael,
These are the documents that Peter promised to give to you for Mark Frevert. He has now handed them to him in person but asked me to transmit them electronically to you, as well as Eric and Ross.

Nailia

');
INSERT INTO email([from],[to],subject,body) VALUES('peggy.a.kostial@accenture.com', 'dave.samuels@enron.com', 'EOL-Accenture Deal Sheet', 'Dave -

Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:
  Finalize market analysis to refine business case, specifically
  projected revenue stream
  Complete counterparty surveying, including targeting 3 CPs for letters
  of intent
  Review Enron asset base for potential reuse/ licensing
  Contract negotiations

Joe will come back to us with an updated time line, but it is my
expectation that we are still on the same schedule (we just begun week
three) with possibly a week or so slippage.....contract negotiations will
probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)
- accenture-dealpoints v2.doc ');
INSERT INTO email([from],[to],subject,body) VALUES('thomas.martin@enron.com', 'thomas.martin@enron.com', 'Re: Guadalupe Power Partners LP', 'Re: Guadalupe Power Partners LP, '---------------------- Forwarded by Thomas A Martin/HOU/ECT on 03/20/2001 03:49 PM ----------------------

Thomas A Martin
10/11/2000 03:55 PM
To: Patrick Wade/HOU/ECT@ECT
cc:
Subject: Re: Guadalupe Power Partners LP
The deal is physically served at Oasis Waha or Oasis Katy and is priced at
either HSC, Waha or Katy tailgate GD at buyers option three days prior to
NYMEX close.

');
INSERT INTO email([from],[to],subject,body) VALUES('judy.townsend@enron.com', 'dan.junek@enron.com,
cris.germany@enron.com', 'Columbia Distribution”s Capacity Available for Release - Sum', '------------------------
Forwarded by Judy Townsend/HOU/ECT on 03/09/2001 11:04
AM ------------------------
agoddard@nisource.com on 03/08/2001 09:16:57 AM
To: " - " *Koch, Kent" <kkoch@nisource.com>, " - "
*Millar, Debra" <dmillar@nisource.com>, " - " *Burke, Lynn"
<lburke@nisource.com>
c: " - " *Heckathorn, Tom" <theckathorn@nisource.com>
Subject: Columbia Distribution”s Capacity Available for Release - Sum

Attached is Columbia Distribution”s notice of capacity available for release
for

Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives
listed
at the bottom of the attachment.

Aaron Goddard

- 2001Summer.doc

');
INSERT INTO email([from],[to],subject,body) VALUES('rhonda.denton@enron.com', 'tim.belden@enron.com,
dana.davis@enron.com, genia.fitzgerald@enron.com', ', 'Split Rock Energy LLC', 'We have received the executed
EEI contract from this CP dated 12/12/2000.
Copies will be distributed to Legal and Credit.
');
INSERT INTO email([from],[to],subject,body) VALUES('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com,
crow@millernash.com, michaelearly@earthlink.net', 'Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email([from],[to],subject,body) VALUES('mike.carson@enron.com', 'rlmichaelis@hormel.com', '
Did you come in town this wk end..... My new number at our house is :
713-668-3712...... my cell # is 281-381-7332
the kid');
INSERT INTO email([from],[to],subject,body) VALUES('cooper.richey@enron.com', 'trycooper@hotmail.com',
Cooper,

It's been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
email: kpunja@hotmail.com

Take Care,

Karim.

');

I haven't talked to many of you via email recently but I do want to give you
my new address for your email file:

bjm30@earthlink.net

I hope all is well.

Brian McGuinn');

I'm hearing there is some hold-up & the units are stored on 44.

Shelley');

San Antonio, Texas    May 2-4, 2001    Westin Riverwalk

See attached memo for more details!!

We will send you another e-mail to confirm when the Law Conference Website is operational.

Please complete the Online RSVP Form as soon as it is available and submit it no later than Friday, March 30th.

');
INSERT INTO email([from],[to],subject,body) VALUES('tori.kuykendall@enron.com','heath.b.taylor@accenture.com','Re:','hey - thats funny about john - he definitely remembers him - i'll call pat and let him know - we are coming on saturday - i just havent had a chance to call you guys back -- looking forward to it -- i probably need the directions again though');
INSERT INTO email([from],[to],subject,body) VALUES('darron.giron@enron.com','bryce.baxter@enron.com','Re: Feedback for Audrey Cook','Bryce,

I'll get it done today.

DG 3-9573

From: Bryce Baxter 06/12/2000 07:15 PM

To: Darron C Giron/HOU/ECT@ECT
cc:
Subject: Feedback for Audrey Cook

You were identified as a reviewer for Audrey Cook. If possible, could you complete her feedback by end of business Wednesday? It will really help me in the PRC process to have your input. Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('casey.evans@enron.com','stephanie.sever@enron.com','Gas EOL ID','Stephanie,

In conjunction with the recent movement of several power traders, they are changing the names of their gas books as well. The names of the new gas books and traders are as follows:
If you need to know their power desk to map their ID to their gas books, those desks are as follows:

EPMI-LT-SPP: Mike Carson  
EPMI-LT-SERC: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!

Casey;

INSERT INTO email([from],[to],subject,body) VALUES('darrell.schoolcraft@enron.com', 'david.roensch@enron.com, kimberly.watson@enron.com, michelle.lokay@enron.com', 'Postings', 'Please see the attached.

ds

');

INSERT INTO email([from],[to],subject,body) VALUES('mcominsky@aol.com', 'cpatman@bracepatt.com, james_derrick@enron.com', 'Jurisprudence Luncheon', 'Carrin & Jim --

It was an honor and a pleasure to meet both of you yesterday. I know we will have fun working together on this very special event.

Jeff left the jurisprudence luncheon lists for me before he left on vacation. I wasn’t sure whether he transmitted them to you as well. Would you please advise me if you would like them sent to you? I can email the MS Excel files or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email, or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL’s work. Martin.

Martin B. Cominsky  
Director, Southwest Region  
Anti-Defamation League  
713/627-3490, ext. 122  
713/627-2011 (fax)  
MCominsky@aol.com);

INSERT INTO email([from],[to],subject,body) VALUES('phillip.love@enron.com', 'todagost@utmb.edu, gbsonnta@utmb.edu', 'New President', 'I had a little bird put a word in my ear. Is there any possibility for Ben Raimer to be Bush’s secretary of HHS? Just curious about that infamous UTMB
rumor mill. Hope things are well, happy holidays.

PL');
INSERT INTO email([from],[to],subject,body) VALUES('marie.heard@enron.com', 'ehamilton@fna.com', 'ISDA Master Agreement', 'Erin:
Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your comments.

Marie

Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

');
INSERT INTO email([from],[to],subject,body) VALUES('andrea.ring@enron.com', 'beverly.beaty@enron.com', 'Re: Tennessee Buy - Louis Dreyfus', 'Beverly - once again thanks so much for your help on this.

');
INSERT INTO email([from],[to],subject,body) VALUES('karolyn.criado@enron.com', 'j..bonin@enron.com, felicia.case@enron.com, b..clapp@enron.com', 'Price List week of Oct. 8-9, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'Price List week of Oct. 5-6, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'Price List week of Oct. 5-6, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'Price List week of Oct. 5-6, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'Price List week of Oct. 5-6, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
'RE: Constellation TC 5-7-01', 'Gregg,

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy');
INSERT INTO email([from],[to],subject,body) VALUES('joe.quenet@enron.com', 'dfincher@utilicorp.com', '', 'hey big guy.....check this out.....

www.gorelieberman-2000.com/');
INSERT INTO email([from],[to],subject,body) VALUES('k..allen@enron.com', 'jacqeste@aol.com', '', 'Jacques,

I sent you a fax of Kevin Kolb’s comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)).
This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Phillip');
INSERT INTO email([from],[to],subject,body) VALUES('kourtney.nelson@enron.com', 'mike.swerzbin@enron.com', 'Adjusted L/R Balance', 'Mike,

I placed the adjusted L/R Balance on the Enronwest site. It is under the "Staff/Kourtney Nelson". There are two links:

1) "Adj L_R" is the same data/format from the weekly strategy meeting.
2) "New Gen 2001_2002" link has all of the supply side info that is used to calculate the L/R balance
-Please note the Data Flag column, a value of "3" indicates the project was cancelled, on hold, etc and is not included in the calc.

Both of these sheets are interactive Excel spreadsheets and thus you can play around with the data as you please.
Also, James Bruce is working to get his gen report on the web. That will help with your access to information on new gen.

Please let me know if you have any questions or feedback,

Kourtney

Kourtney Nelson
Fundamental Analysis
Enron North America
(503) 464-8280
kourtney.nelson@enron.com');
INSERT INTO email([from],[to],subject,body) VALUES('d..thomas@enron.com', 'naveed.ahmed@enron.com', 'FW: Current Enron TCC Portfolio', '')
-----Original Message-----
From: Grace, Rebecca M.
Sent: Monday, December 17, 2001 9:44 AM
To: Thomas, Paul D.
Cc: Cashion, Jim; Allen, Thresa A.; May, Tom
Subject: RE: Current Enron TCC Portfolio

Paul,

I reviewed NY’s list. I agree with all of their contracts numbers and mw amounts.

Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:08 AM
To: Grace, Rebecca M.
Subject: FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.

Paul
X 3-0403

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

-----Original Message-----
From: Thomas, Paul D.
Sent: Thursday, December 13, 2001 10:01 AM
To: Baughman, Edward D.
Subject: Current Enron TCC Portfolio

');

INSERT INTO email(from,to,subject,body) VALUES('stephanie.panus@enron.com');
Thanks,
Stephanie
');

INSERT INTO email([from],[to],subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE: What about this too???', '

-----Original Message-----
From: Kenne, Dawn C.
Sent: Wednesday, February 06, 2002 11:50 AM
To: Keiser, Kam
Subject: What about this too???

<< File: Netco Trader Matrix.xls >>

');

INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com', 'Centana', 'Talked to Chip. We do need Cash Committe approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks

cris
x31666');

INSERT INTO email([from],[to],subject,body) VALUES('debra.perlingiere@enron.com', 'jworman@academyofhealth.com', '', 'Have a great weekend! Happy Fathers Day!

Debra Perlingiere
Enron North America Corp.
1400 Smith Street, EB 3885
Houston, Texas 77002
dperlin@enron.com
Phone 713-853-7658
Fax 713-646-3490');

INSERT INTO email([from],[to],subject,body) VALUES('outlook.team@enron.com', '', 'Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia &', 'CALENDAR ENTRY: APPOINTMENT

Description:
Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia & Dir Rpts. - 4102

Date: 1/5/2001
Time: 9:00 AM - 10:00 AM (Central Standard Time)

Chairperson: Outlook Migration Team

Detailed Description:

Just a Boyd told me that your can help me with questions regarding Chile. We got a request for guest access through MG. The company is called Escondida and is a subsidiary of BHP Australia.

Please advise if I can set up a guest account or not.
F.Y.I.: MG is planning to put a “in w/h Chile” contract for Copper on-line as soon as Enron has done the due diligence for this country.

Thanks!

Best regards

Diana Seifert
EOL PCG

Status last changed by: Barry L. Tycholiz
Expense Report Name: 121001
Report Total: $198.98
Amount Due Employee: $198.98
Amount Approved: $198.98
Amount Paid: $0.00
Approval Status: Approved
Payment Status: Pending

To review this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com/

Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com
New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.';

----Original Message-----
From: Quigley, Dutch  
Sent:Wednesday, October 31, 2001 10:14 AM  
To:Storey, Geoff  
Subject:RE:

bp corpAlbert LaMore281-366-4962

running the reports now

----Original Message-----
From: Storey, Geoff  
Sent:Wednesday, October 31, 2001 10:10 AM  
To:Quigley, Dutch  
Subject:RE:

give me a contact over there too
BP

----Original Message-----
From: Quigley, Dutch  
Sent:Wednesday, October 31, 2001 9:42 AM  
To:Storey, Geoff  
Subject:

CoralJeff Whitnah713-767-5374  
RelaintSteve McGinn713-207-4000');

---No ancillary schedules awarded.
Variances detected.
Variances detected in Load schedule.
LOG MESSAGES:

PARSING FILE -->> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----
$$$ Variance found in table tblLoads.
     Details: (Hour: 3 / Preferred:  1.92 / Final:   1.89)
TRANS_TYPE: FINAL
LOAD_ID: PGE4
MKT_TYPE: 2
TRANS_DATE: 4/22/01
SC_ID: EPMI

);
INSERT INTO email([from],[to],subject,body) VALUES('john.postlethwaite@enron.com',
'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to get everything in order just in case something happens.

John');
INSERT INTO email([from],[to],subject,body) VALUES('jeffrey.shankman@enron.com',
'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the shower). I have had a shitty week--I suspect my silence (not only to you, but others) after our phone call is a result of the week. I”m seeing Glen at 11:15....talk to you');
INSERT INTO email([from],[to],subject,body) VALUES('litebytz@enron.com', '', 'Lite Bytz RSVP', 'This week”s Lite Bytz presentation will feature the following TOOLZ speaker:

Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday, June 5, 2001.

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.

http://home.enron.com:84/messaging/litebytztoolzprint.jpg');
    COMMIT;
} {}
do_test fts2c-1.2 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark'
  }
} {6 17 25 38 40 42 73 74}
do_test fts2c-1.3 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'susan'
  }
} {24 40}
do_test fts2c-1.4 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark susan'
  }
} {40}
do_test fts2c-1.5 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'susan mark'
  }
} {40}
do_test fts2c-1.6 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH "'mark susan'"
  }
} {}
do_test fts2c-1.7 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark -susan'
  }
} {6 17 25 38 42 73 74}
do_test fts2c-1.8 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH '-mark susan'
  }
} {24}
do_test fts2c-1.9 {
  execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
  }
} {6 17 24 25 38 40 42 73 74}

# Some simple tests of the automatic "offsets(email)" column. In the sample
# data set above, only one message, number 20, contains the words
# "gas" and "reminder" in both body and subject.
# do_test fts2c-2.1 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'gas reminder'
}
}
  } {20 [2 0 42 3 2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
do_test fts2c-2.2 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
}
}
  } {20 [2 0 42 3 2 1 54 8 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
do_test fts2c-2.3 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'body:gas reminder'
}
}
  } {20 [2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
do_test fts2c-2.4 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE subject MATCH 'gas reminder'
}
}
  } {20 [2 0 42 3 2 1 54 8]}
do_test fts2c-2.5 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'gas reminder'
}
}
  } {20 [3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}

# Document 32 contains 5 instances of the world "child". But only
# 3 of them are paired with "product". Make sure only those instances
# that match the phrase appear in the offsets(email) list.
#
do_test fts2c-3.1 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'child product' AND +rowid=32
}
  } {32 [3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7]}
do_test fts2c-3.2 {
execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH '"child product"'
}
  } {32 [3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7]}

# Snippet generator tests
#
do_test fts2c-4.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b> Request <b>Reminder</b>}}
do_test fts2c-4.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'christmas candlelight'
  }
} {{<b>...</b> place.? What do you think about going here <b>Christmas</b> eve?? They have an 11:00 a.m. service and a <b>candlelight</b> service at 5:00 p.m., among others. <b>...</b>}}
do_test fts2c-4.3 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <b>Deal</b> <b>Sheet</b> intent
  Review Enron asset base for <b>potential</b>/ <b>reuse</b>/ licensing
  Contract negotiations <b>...</b>}}
do_test fts2c-4.4 {
  execsql {
    SELECT snippet(email,'<<<','>>>',' ') FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <<<Deal>>> <<<Sheet>>> intent
  Review Enron asset base for <<<potential>>> <<<reuse>>>/ licensing
  Contract negotiations }}
do_test fts2c-4.5 {
  execsql {
    SELECT snippet(email,'<<<','>>>','') FROM email
    WHERE email MATCH 'first things'
  }
} {{Re: <<<First>>> Polish Deal! Congrats! <<<Things>>> seem to be building rapidly now on the }}
do_test fts2c-4.6 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'chris is here'
  }
} {{<b>chris</b>.germany@enron.com <b>...</b> Sounds good to me. I bet this <b>is</b> next to the Warick??
  Hotel. <b>...</b> place.? What do you think about going <b>here</b> Christmas eve?? They have an 11:00 a.m. <b>...</b>}}
do_test fts2c-4.7 {
  execsql {

SELECT snippet(email) FROM email
    WHERE email MATCH "pursuant to"
} } {{Erin:

<b>Pursuant</b> <b>to</b> your request, attached are the Schedule to <b>...</b>}}
do_test fts2c-4.8 {
    execsql {
        SELECT snippet(email) FROM email
            WHERE email MATCH 'ancillary load davis'
    } } {{pete.<b>davis</b>@enron.com <b>...</b> Start Date: 4/22/01; HourAhead hour: 3; No <b>ancillary</b>@enron.com schedules awarded.
    Variances detected.
    Variances detected in <b>Load</b> schedule.

    LOG MESSAGES:

    PARSING <b>...</b>}}

    # Combinations of AND and OR operators:
    #
    do_test fts2c-5.1 {
        execsql {
            SELECT snippet(email) FROM email
                WHERE email MATCH 'questar enron OR com'
        } } {{matt.smith@<b>enron</b>.<b>com</b> <b>...</b> six reports:

31 Keystone Receipts
15 <b>Questar</b>/ Pipeline
40 Rockies Production
22 West_2 <b>...</b>}}
do_test fts2c-5.2 {
    execsql {
        SELECT snippet(email) FROM email
            WHERE email MATCH 'enron OR com questar'
    } } {{matt.smith@<b>enron</b>.<b>com</b> <b>...</b> six reports:

31 Keystone Receipts
15 <b>Questar</b>/ Pipeline
40 Rockies Production
22 West_2 <b>...</b>}}

    finish_test

    Found in path(s):
INSERT INTO x1 VALUES('blonds', 'proprietary');

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

# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
#    May you do good and not evil.
#    May you find forgiveness for yourself and forgive others.
#    May you share freely, never taking more than you give.
#
#*************************************************************************
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS1 module.
#
#$Id: fts1c.test,v 1.11 2006/10/04 17:35:28 drh Exp $
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS1 is defined, omit this file.
if capable !fts1 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
do_test fts1c-1.1 {
    db eval {
        CREATE VIRTUAL TABLE email USING fts1([from],[to],subject,body);
        BEGIN TRANSACTION;
        INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com, traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.'
The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

?If the transaction volume on the child is less than half of the parent’s minimum volume no hedge will occur.
?If the transaction volume on the child is more than half the parent’s minimum volume but less than half the volume increment on the parent, the hedge will volume will be the parent’s minimum volume.
?For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

Please see example below:

Parent’s Settings:
Minimum: 5000
Increment: 1000

Volume on Autohedge transactionVolume Hedged
1 - 24990
2500 - 5499500
5500 - 64996000);

INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com,

lisa.king@enron.com, lisa.best@enron.com,’,'Leaving Early’, ‘FYI:

If it’s ok with everyone’s needs, I would like to leave @4pm. If you think

you will need my assistance past the 4 o’clock hour just let me know; I’ll

be more than willing to stay.’);

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com',

'louise.kitchen@enron.com', ‘<<Concur Expense Document>> - CC02.06.02’, 'The following expense report is ready

for approval:

Employee Name: Christopher F. Calger
Status last changed by: Mollie E. Gustafson Ms
Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com’;

INSERT INTO email([from],[to],subject,body) VALUES('jeff.duff@enron.com', 'julie.johnson@enron.com', 'Work

request’, ‘Julie,

Could you print off the current work request report by 1:30 today?

Gentlemen,

I’d like to review this today at 1:30 in our office. Also, could you provide

me with your activity reports so I can have Julie enter this information.

JD’);

INSERT INTO email([from],[to],subject,body) VALUES('v.weldon@enron.com', 'gary.l.carrier@usa.dupont.com,
This could turn into something big....

http://biz.yahoo.com/.../n29305829.html

INSERT INTO email([from],[to],subject,body) VALUES('mark.haedicke@enron.com', 'paul.simons@enron.com', 'Re: First Polish Deal!!', 'Congrats! Things seem to be building rapidly now on the Continent. Mark');

INSERT INTO email([from],[to],subject,body) VALUES('e..carter@enron.com', 't..robinson@enron.com', 'FW: Producers Newsletter 9-24-2001', 'The producer lumber pricing sheet.

-----Original Message-----
From: Johnson, Jay
Sent:Tuesday, October 16, 2001 3:42 PM
To:Carter, Karen E.
Subject:FW: Producers Newsletter 9-24-2001

');

INSERT INTO email([from],[to],subject,body) VALUES('david.delainey@enron.com', 'kenneth.lay@enron.com', 'Greater Houston Partnership', 'Ken, in response to the letter from Mr Miguel San Juan, my suggestion would be to offer up the Falcon for their use; however, given the tight time frame and your recent visit with Mr. Fox that it would be difficult for either you or me to participate.

I spoke to Max and he agrees with this approach.

I hope this meets with your approval.

Regards
Delainey');

INSERT INTO email([from],[to],subject,body) VALUES('lachandra.fenceroy@enron.com', 'lindy.donoho@enron.com', 'FW: Bus Applications Meeting Follow Up', 'Lindy,

Here is the original memo we discussed earlier. Please provide any information that you may have.

Your cooperation is greatly appreciated.

Thanks,

lachandra.fenceroy@enron.com
713.853.3884
877.498.3401 Pager

-----Original Message-----
From: Bisbee, Joanne
Sent: Wednesday, September 26, 2001 7:50 AM
To: Fenceroy, LaChandra
Subject: FW: Bus Applications Meeting Follow Up

Lachandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

-----Original Message-----
From: Koh, Wendy
Sent: Tuesday, September 25, 2001 2:41 PM
To: Bisbee, Joanne
Subject: Bus Applications Meeting Follow Up

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy);

INSERT INTO email([from],[to],subject,body) VALUES('danny.mccarty@enron.com', 'fran.fagan@enron.com',
'RE: worksheets', 'Fran, 
 If Julie's merit needs to be lump sum, just move it over to that column. Also, send me Eric Gadd's sheets as well. Thanks.
Dan

-----Original Message-----
From: Fagan, Fran
Sent: Thursday, December 20, 2001 11:10 AM
To: McCarty, Danny
Subject: worksheets

As discussed, attached are your sheets for bonus and merit.

Thanks,

Fran Fagan
Sr. HR Rep
713.853.5219

<< File: McCartyMerit.xls >> << File: mccartyBonusCommercial_UnP.xls >>

TEAM,
PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.

INSERT INTO email([from],[to],subject,body) VALUES('bert.meyers@enron.com', 'shift.dl-portland@enron.com',
'OCTOBER SCHEDULE', 'TEAM,

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.'
I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our credit guy, Russell Diamond.

Thank for your help!

Here is the information on staffing and outside services. Call if you need anything else.

Jim

Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages. In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks.

Greg Elliott
IIR, Inc.
713-783-5147 x 3481
outages@industrialinfo.com

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- OUTAGE.dbf
- 111201R.xls
- 111201.xls

You are invited to attend the EWS Brown Bag Lunch Series
Featuring: RAY BOWEN, COO

Topic: Enron Industrial Markets

Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2

You bring your lunch. Limited Seating
We provide drinks and dessert. RSVP x 3-9610;

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>

Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know.?? ii

- About St Pauls.url

');

As discussed in the Winter Operations Meeting on Sept.29,2000,
E-Gas (Emergency Gas) will not be offered this winter as a service from AGLC. Marketers and Poolers can receive gas via Peaking and IBSS nominations (daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.

Here is a goody for you:

Here is a goody for you:

Is it safe to assume that practice is cancelled for tonight??

Susan Pereira);

Huber Internal Memo', Please look at this. I didn't know how deep to go with the desk. Do you think this works.

George,

Give me a call and we will further discuss opportunities on the 13st floor.

Thanks,

JMForney
3-7160');

FW: Curve Fetch File', Here is the curve fetch file sent to me. It has plenty of points in it. If you give me a list of which ones you need we may be able to construct a secondary worksheet to vlookup the values.

adam
35227

-----Original Message-----
From: Royed, Jeff  
Sent:Tuesday, September 25, 2001 11:37 AM  
To:Bayer, Adam  
Subject:Curve Fetch File  

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed  
Enron  
Energy Operations  
Phone: 713-853-5295);  

INSERT INTO email([from],[to],subject,body) VALUES('matt.smith@enron.com', 'yan.wang@enron.com', 'Report Formats', 'Yan,  

The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:

31 Keystone Receipts  
15 Questar Pipeline  
40 Rockies Production  
22 West_2  
23 West_3  
25 CIG_WIC  

The orientation of the individual reports should be correct. Thanks.

Mat  

PS. Just a reminder to add the "*" by the title of calculated points.';  

INSERT INTO email([from],[to],subject,body) VALUES('michelle.lokay@enron.com', 'jimboman@bigfoot.com', 'Egyptian Festival', '---------------------- Forwarded by Michelle Lokay/ET&S/Enron on 09/07/2000  

10:08 AM ---------------------------

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM  
To: "'Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)" <Leila_Mankarious@mhhs.org>, "'Marymankarious (E-mail)" <marymankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy Mankarious (E-mail)" <Mankarious@aol.com>  
cc:  

Subject: Egyptian Festival  

<<Egyptian Festival.url>>
http://www.egyptianfestival.com/

- Egyptian Festival.url

');

INSERT INTO email(from,to,subject,body) VALUES('errol.mclaughlin@enron.com', 'sherry.dawson@enron.com', 'Urgent!!! --- New EAST books', 'This has to be done.................................

Thanks

---------------------- Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000
08:39 AM ---------------------------

From: William Kelly @ ECT 12/20/2000 08:31 AM

To: Kam Keiser/HOU/ECT@ECT, Darron C Giron/HOU/ECT@ECT, David Baumbach/HOU/ECT@ECT, Errol McLaughlin/Corp/Enron@ENRON
cc: Kimat Singla/HOU/ECT@ECT, Kulvinder Fowler/NA/Enron@ENRON, Kyle R Lilly/HOU/ECT@ECT, Jeff Royed/Corp/Enron@ENRON, Alejandra Chavez/NA/Enron@ENRON, Crystal Hyde/HOU/ECT@ECT

Subject: New EAST books

We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.

New:
Scott Neal : East Northeast
Dick Jenkins: East Marketeast

WK

');

INSERT INTO email(from,to,subject,body) VALUES('david.forster@enron.com', 'eol.wide@enron.com', 'Change to Stack Manager', 'Effective immediately, there is a change to the Stack Manager which will affect any Inactive Child.

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.

This means that if you are inputting a basis price on a Child product, you
will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave'); INSERT INTO email([from],[to],subject,body) VALUES('vince.kaminski@enron.com', 'jhh1@email.msn.com', 'Re: Light reading - see pieces beginning on page 7', 'John,

I saw it. Very interesting.

Vince

"John H Herbert"<jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski"<Vince_J_Kaminski@enron.com>
cc: Subject: Light reading - see pieces beginning on page 7

Cheers and have a nice weekend,

JHHerbert

- gd000728.pdf

'); INSERT INTO email([from],[to],subject,body) VALUES('matthew.lenhart@enron.com', 'mmmarcantel@equiva.com', 'RE: i will try to line up a pig for you ');
INSERT INTO email([from],[to],subject,body) VALUES('jae.black@enron.com', 'claudette.harvey@enron.com, chaun.roberts@enron.com, judy.martinez@enron.com', 'Disaster Recovery Equipment', 'As a reminder...there are several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment for you to use.
Thanks for your understanding in this matter.

T.Jae Black  
East Power Trading  
Assistant to Kevin Presto  
off. 713-853-5800  
fax 713-646-8272  
cell 713-539-4760

INSERT INTO email([from],[to],subject,body) VALUES('eric.bass@enron.com', 'dale.neuner@enron.com', '5 X 24', 'Dale,

Have you heard anything more on the 5 X 24s? We would like to get this product out ASAP.

Thanks,

Eric');

INSERT INTO email([from],[to],subject,body) VALUES('messenger@smartreminders.com', 'm..tholt@enron.com', '10% Coupon - PrintPal Printer Cartridges - 100% Guaranteed', '[IMAGE]
[IMAGE][IMAGE][IMAGE][IMAGE]

Dear SmartReminders Member,

[IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE]

We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.
SmartReminders.com is a permission based service. To unsubscribe click here.

');
INSERT INTO email([from],[to],subject,body) VALUES('benjamin.rogers@enron.com', 'mark.bernstein@enron.com', ", The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA”s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that. I felt this was the type of info you were looking for. Thanks! Ben');

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'michelle.cash@enron.com', 'Expense Report Receipts Not Received', 'Employee Name: Michelle Cash
Report Name: Houston Cellular 8-11-01
Report Date: 12/13/01
Report ID: 594D37C9ED2111D5B452
Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.

INSERT INTO email([from],[to],subject,body) VALUES('susan.mara@enron.com', 'ray.alvarez@enron.com, mark.palmer@enron.com, karen.denne@enron.com,', 'CAISO Emergency Motion -- to discontinue market-based rates for', 'FYI. the latest broadside against the generators.

Sue Mara
Enron Corp.
Tel: (415) 782-7802
Fax:(415) 782-7854
----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM -----

"Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM To: ""smara@enron.com"
<sma@enron.com> cc: Subject: CAISO Emergency Motion

Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?

Marcie


INSERT INTO email([from],[to],subject,body) VALUES('fletcher.sturm@enron.com', 'eloy.escobar@enron.com', 'Re: General Brinks Position Meeting', 'Eloy,

Who is General Brinks?

Fletch');

INSERT INTO email([from],[to],subject,body) VALUES('nailia.dindarova@enron.com',
Here are the documents that Peter has prepared for Mark Frevert.

Nailia
---------------------- Forwarded by Nailia Dindarova/LON/ECT on 25/06/2001 16:36 ---------------------------

Nailia Dindarova
25/06/2001 15:36
To: Michael Brown/Enron@EUEnronXGate
cc: Ross Sankey/Enron@EUEnronXGate, Eric Shaw/ENRON@EUEnronXGate, Peter Styles/LON/ECT@ECT

Subject: Documents for Mark Frevert (on EU developments and lessons from California)

Michael,

These are the documents that Peter promised to give to you for Mark Frevert. He has now handed them to him in person but asked me to transmit them electronically to you, as well as Eric and Ross.

Nailia

EOL-Accenture Deal Sheet

Dave - Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:

- Finalize market analysis to refine business case, specifically projected revenue stream
- Complete counterparty surveying, including targeting 3 CPs for letters of intent
- Review Enron asset base for potential reuse/licensing
- Contract negotiations

Joe will come back to us with an updated time line, but it is my expectation that we are still on the same schedule (we just begun week three) with possibly a week or so slippage....contract negotiations will
probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)
- accenture-dealpoints v2.doc ');
INSERT INTO email([from],[to],subject,body) VALUES('thomas.martin@enron.com', 'thomas.martin@enron.com', 'Re: Guadalupe Power Partners LP', '---------------------- Forwarded by Thomas A Martin/HOU/ECT on 03/20/2001 03:49 PM ----------------------

Thomas A Martin
10/11/2000 03:55 PM
To: Patrick Wade/HOU/ECT@ECT
cc:
Subject: Re: Guadalupe Power Partners LP

The deal is physically served at Oasis Waha or Oasis Katy and is priced at either HSC, Waha or Katytailgate GD at buyers option three days prior to NYMEX close.

');
INSERT INTO email([from],[to],subject,body) VALUES('judy.townsend@enron.com', 'dan.junek@enron.com, chris.germany@enron.com', 'Columbia Distribution''s Capacity Available for Release - Sum', '---------------------- Forwarded by Judy Townsend/HOU/ECT on 03/09/2001 11:04 AM ----------------------

agoddard@nisource.com on 03/08/2001 09:16:57 AM
To: " - *Koch, Kent" <kkoch@nisource.com>, " - *Millar, Debra" <dmillar@nisource.com>, " - *Burke, Lynn" <lburke@nisource.com>
cc: " - *Heckathorn, Tom" <theckathorn@nisource.com>
Subject: Columbia Distribution''s Capacity Available for Release - Sum


Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives listed at the bottom of the attachment.
Aaron Goddard

- 2001Summer.doc
');
INSERT INTO email([from],[to],subject,body) VALUES('rhonda.denton@enron.com', 'tim.belden@enron.com, dana.davis@enron.com, genia.fitzgerald@enron.com,','Split Rock Energy LLC', 'We have received the executed EEI contract from this CP dated 12/12/2000.
Copies will be distributed to Legal and Credit.');
INSERT INTO email([from],[to],subject,body) VALUES('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com, crow@millernash.com, michaelearly@earthlink.net,','Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email([from],[to],subject,body) VALUES('mike.carson@enron.com', 'rlmichaelis@hormel.com', '', 'Did you come in town this wk end..... My new number at our house is :
713-668-3712..... my cell # is 281-381-7332
the kid');
INSERT INTO email([from],[to],subject,body) VALUES('cooper.richey@enron.com', 'trycooper@hotmail.com', 'FW: Contact Info', ' 

-----Original Message-----
From: Punja, Karim
Sent: Thursday, December 13, 2001 2:35 PM
To: Richey, Cooper
Subject: Contact Info

Cooper,

Its been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
email: kpunja@hotmail.com

Take Care,

Karim.
');
INSERT INTO email([from],[to],subject,body) VALUES('bjm30@earthlink.net', 'mcguinn.k@enron.com, mcguinn.ian@enron.com, mcguinn.stephen@enron.com', ', 'email address change', 'Hello all.

I haven”t talked to many of you via email recently but I do want to give you
my new address for your email file:

bjm30@earthlink.net
I hope all is well.

Brian McGuinn');
INSERT INTO email([from],[to],subject,body) VALUES('shelley.corman@enron.com', 'steve.hotte@enron.com', 'Flat Panels', 'Can you please advise what is going on with the flat panels that we had planned to distribute to our gas logistics team. It was in the budget and we had the okay, but now I’m hearing there is some hold-up & the units are stored on 44.

Shelley');
INSERT INTO email([from],[to],subject,body) VALUES('sara.davidson@enron.com', 'john.schwartzenburg@enron.com, scott.dieball@enron.com, recipients@enron.com', '2001 Enron Law Conference (Distribution List 2)', 'Enron Law Conference
San Antonio, Texas May 2-4, 2001 Westin Riverwalk

See attached memo for more details!!

? Registration for the law conference this year will be handled through an Online RSVP Form on the Enron Law Conference Website at http://lawconference.corp.enron.com. The website is still under construction and will not be available until Thursday, March 15, 2001.

? We will send you another e-mail to confirm when the Law Conference Website is operational.

? Please complete the Online RSVP Form as soon as it is available and submit it no later than Friday, March 30th.

');
INSERT INTO email([from],[to],subject,body) VALUES('tori.kuykendall@enron.com', 'heath.b.taylor@accenture.com', 'Re:', 'hey - thats funny about john - he definitely remembers him - i’ll call pat and let him know - we are coming on saturday - i just havent had a chance to call you guys back -- looking forward to it -- i probably need the directions again though');
INSERT INTO email([from],[to],subject,body) VALUES('darron.giron@enron.com', 'bryce.baxter@enron.com', 'Re: Feedback for Audrey Cook', 'Bryce,

I’ll get it done today.

DG 3-9573
You were identified as a reviewer for Audrey Cook. If possible, could you complete her feedback by end of business Wednesday? It will really help me in the PRC process to have your input. Thanks.

In conjunction with the recent movement of several power traders, they are changing the names of their gas books as well. The names of the new gas books and traders are as follows:

PWR-NG-LT-SPP: Mike Carson
PWR-NG-LT-SERC: Jeff King

If you need to know their power desk to map their ID to their gas books, those desks are as follows:

EPMI-LT-SPP: Mike Carson
EPMI-LT-SERC: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!
Casey;

It was an honor and a pleasure to meet both of you yesterday. I know we will have fun working together on this very special event.
Jeff left the jurisprudence luncheon lists for me before he left on vacation. I wasn’t sure whether he transmitted them to you as well. Would you please advise me if you would like them sent to you? I can email the MS Excel files or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email, or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL”s work. Martin.

Martin B. Cominsky
Director, Southwest Region
Anti-Defamation League
713/627-3490, ext. 122
713/627-2011 (fax)
MCominsky@aol.com);

Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your comments.

Marie

Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

');

');

Please contact me if you have any questions regarding last weeks prices.
Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email([from],[to],subject,body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.';)
INSERT INTO email([from],[to],subject,body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'RE: Constellation TC 5-7-01', 'Gregg,

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy');
INSERT INTO email([from],[to],subject,body) VALUES('joe.quenet@enron.com', 'dfincher@utilicorp.com', '', 'hey big guy.....check this out.....www.gorelieberman-2000.com/');
INSERT INTO email([from],[to],subject,body) VALUES('k..allen@enron.com', 'jacqestc@aol.com', '', 'Jacques,

I sent you a fax of Kevin Kolb’s comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)). This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Phillip');
INSERT INTO email([from],[to],subject,body) VALUES('kourtney.nelson@enron.com', 'mike.swerzbin@enron.com', 'Adjusted L/R Balance', 'Mike,

I placed the adjusted L/R Balance on the Enronwest site. It is under the "Staff/Kourtney Nelson". There are two links:

1) "Adj L_R" is the same data/format from the weekly strategy meeting.
2) "New Gen 2001_2002" link has all of the supply side info that is used to calculate the L/R balance

-Please note the Data Flag column, a value of "3" indicates the project was cancelled, on hold, etc and is not included in the calc.
Both of these sheets are interactive Excel spreadsheets and thus you can play around with the data as you please. Also, James Bruce is working to get his gen report on the web. That will help with your access to information on new gen.

Please let me know if you have any questions or feedback,

Kourtney

Kourtney Nelson
Fundamental Analysis
Enron North America
(503) 464-8280
kourtney.nelson@enron.com');
INSERT INTO email([from],[to],subject,body) VALUES('d..thomas@enron.com', 'naveed.ahmed@enron.com', 'FW: Current Enron TCC Portfolio', '

-----Original Message-----
From: Grace, Rebecca M.
Sent: Monday, December 17, 2001 9:44 AM
To: Thomas, Paul D.
Cc: Cashion, Jim; Allen, Thresa A.; May, Tom
Subject: RE: Current Enron TCC Portfolio

Paul,

I reviewed NY’s list. I agree with all of their contracts numbers and mw amounts.

Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent:Monday, December 17, 2001 9:08 AM
To:Grace, Rebecca M.
Subject:FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.

Paul
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

---Original Message-----
From: Thomas, Paul D.
Sent: Thursday, December 13, 2001 10:01 AM
To: Baughman, Edward D.
Subject: Current Enron TCC Portfolio

');
INSERT INTO email([from],[to],subject,body) VALUES('stephanie.panus@enron.com',
'william.bradford@enron.com, debbie.brackett@enron.com,','Coastal Merchant Energy/El Paso Merchant Energy',
'Coastal Merchant Energy, L.P. merged with and into El Paso Merchant Energy, L.P., effective February 1, 2001, with the surviving entity being El Paso Merchant Energy, L.P. We currently have ISDA Master Agreements with both counterparties. Please see the attached memo regarding the existing Masters and let us know which agreement should be terminated.

Thanks,
Stephanie
');
INSERT INTO email([from],[to],subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE: What about this too???, '

-----Original Message-----
From: Kenne, Dawn C.
Sent: Wednesday, February 06, 2002 11:50 AM
To: Keiser, Kam
Subject: What about this too???

<< File: Netco Trader Matrix.xls >>

');
INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com',
'Centana', 'Talked to Chip. We do need Cash Committe approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks

chris
Debra Perlingiere  
Enron North America Corp.  
1400 Smith Street, EB 3885  
Houston, Texas 77002  
dperlin@enron.com  
Phone 713-853-7658  
Fax 713-646-3490

Date: 1/5/2001  
Time: 9:00 AM - 10:00 AM (Central Standard Time)

Chairperson: Outlook Migration Team

Diana Seifert  
EOL PCG

Justin Boyd told me that your can help me with questions regarding Chile.  
We got a request for guest access through MG.  
The company is called Escondida and is a subsidiary of BHP Australia.

Please advise if I can set up a guest account or not.  
F.Y.I.: MG is planning to put a \"in w/h Chile\" contract for Copper on-line as soon as Enron has done the due diligence for this country.

Thanks !

Best regards

Diana Seifert  
EOL PCG

Status last changed by: Barry L. Tycholiz  
Expense Report Name: 121001  
Report Total: $198.98
To review this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com/?

INSERT INTO email([from],[to],subject,body) VALUES('kevin.hyatt@enron.com', '', 'Technical Support', 'Outside the U.S., please refer to the list below:

Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com

New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.

INSERT INTO email([from],[to],subject,body) VALUES('geoff.storey@enron.com', 'dutch.quigley@enron.com', 'RE:', 'duke contact?

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 10:14 AM
To: Storey, Geoff
Subject: RE:

bp corpAlbert LaMore281-366-4962

running the reports now

-----Original Message-----
From: Storey, Geoff
Sent: Wednesday, October 31, 2001 10:10 AM
To: Quigley, Dutch
Subject: RE:
give me a contact over there too
BP

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 9:42 AM
To: Storey, Geoff
Subject:

Coral
Jeff Whitnah 713-767-5374
Relaint
Steve McGinn 713-207-4000');
INSERT INTO email([from],[to],subject,body) VALUES('pete.davis@enron.com', 'pete.davis@enron.com', 'Start Date: 4/22/01; HourAhead hour: 3;  <CODESITE>', 'Start Date: 4/22/01; HourAhead hour: 3;  No ancillary schedules awarded.
Variances detected.
Variances detected in Load schedule.

LOG MESSAGES:

PARSING FILE -->>> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----
$$$ Variance found in table tblLoads.
   Details: (Hour: 3 / Preferred:  1.92 / Final:  1.89)
   TRANS_TYPE: FINAL
   LOAD_ID: PGE4
   MKT_TYPE: 2
   TRANS_DATE: 4/22/01
   SC_ID: EPMI

');
INSERT INTO email([from],[to],subject,body) VALUES('john.postlethwaite@enron.com', 'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to get everything in order just in case something happens.

John');
INSERT INTO email([from],[to],subject,body) VALUES('jeffrey.shankman@enron.com', 'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the shower). I have had a shitty week--I suspect my silence (not only to you, but others) after our phone call is a result of the week. I'm seeing Glen at 11:15....talk to you');
INSERT INTO email([from],[to],subject,body) VALUES('litebytz@enron.com', '', 'Lite Bytz RSVP', 'This week's Lite Bytz presentation will feature the following TOOLZ speaker:

[More text follows]
Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday, June 5, 2001.

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.

http://home.enron.com:84/messaging/litebyzttoolzprint.jpg');
  
  COMMIT;

} {}
SELECT rowid FROM email WHERE email MATCH 'mark -susan'
}
} {6 17 25 38 42 73 74}
do_test fts1c-1.8 {
exesql {
    SELECT rowid FROM email WHERE email MATCH '-mark susan'
}
} {24}
do_test fts1c-1.9 {
exesql {
    SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
}
} {6 17 24 25 38 40 42 73 74}

# Some simple tests of the automatic "offsets(email)" column. In the sample
# data set above, only one message, number 20, contains the words
# "gas" and "reminder" in both body and subject.
#
do_test fts1c-2.1 {
exesql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'gas reminder'
}
} {20 \{2 0 42 3 2 1 54 8 3 0 42 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3\}}
do_test fts1c-2.2 {
exesql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
}
} {20 \{2 0 42 3 2 1 54 8 3 1 54 8\}}
do_test fts1c-2.3 {
exesql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'body:gas reminder'
}
} {20 \{2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3\}}
do_test fts1c-2.4 {
exesql {
    SELECT rowid, offsets(email) FROM email
    WHERE subject MATCH 'gas reminder'
}
} {20 \{2 0 42 3 2 1 54 8\}}
do_test fts1c-2.5 {
exesql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'gas reminder'
}
} {20 \{3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3\}}
# Document 32 contains 5 instances of the world "child". But only
# 3 of them are paired with "product". Make sure only those instances
# that match the phrase appear in the offsets(email) list.
#
do_test fts1c-3.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'child product' AND +rowid=32
  }
} {32 {3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7}}
do_test fts1c-3.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH "'child product'"
  }
} {32 {3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7}}

# Snippet generator tests
#
do_test fts1c-4.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b> Request <b>Reminder</b>}}
do_test fts1c-4.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'christmas candlelight'
  }
} {{<b>...</b> place.? What do you think about going here <b>Christmas</b> eve?? They have an 11:00 a.m. service and a <b>candlelight</b> service at 5:00 p.m., among others. <b>...</b>}}
do_test fts1c-4.3 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <b>Deal</b> <b>Sheet</b> <b>...</b> intent
  Review Enron asset base for <b>potential</b>/ <b>reuse</b>/ licensing
  Contract negotiations <b>...</b>}}
do_test fts1c-4.4 {
  execsql {
    SELECT snippet(email,'#<<','>>',') FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
}
Review Enron asset base for potential reuse licensing

Contract negotiations

do_test fts1c-4.5 {
execsql {
   SELECT snippet(email,'<<','>>>',' ') FROM email
   WHERE email MATCH 'first things'
}
}

(Re: First Polish Deal! Congrats! Things seem to be building rapidly now on the )

do_test fts1c-4.6 {
execsql {
   SELECT snippet(email) FROM email
   WHERE email MATCH 'chris is here'
}
}

(b>chris<@.germany@enron.com b>... Sounds good to me. I bet this b>is<b> next to the Warick??
Hotel. b>...<b> place.? What do you think about going b>here<b> Christmas eve?? They have an 11:00 a.m. b>...</b> }

Erin:
Pursuant to your request, attached are the Schedule to <b>...</b> }

Pete.<b>davis</b>@enron.com <b>...</b> Start Date: 4/22/01; HourAhead hour: 3; No <b>ancillary</b> schedules awarded.

Variance detected.

LOG MESSAGES:

PARSING <b>...</b> }

# Combinations of AND and OR operators:
#
do_test fts1c-5.1 {
execsql {
   SELECT snippet(email) FROM email
   WHERE email MATCH 'questar enron OR com'
}
}

Matt.smith@<b>enron</b>.com <b>...</b> six reports:
do_test fts1c-5.2 {
execsql {
  SELECT snippet(email) FROM email
    WHERE email MATCH 'enron OR com questar'
}
}" six reports:

31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2 ...

Copyright 1997-2006 Adobe Systems Incorporated. All Rights Reserved.

SQLite is open source, and is available in the public domain

No license file was found, but licenses were detected in source scan.
application code is free to use these routines as well, if desired.

Found in path(s):

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

MMFauxFont.prc

Found in path(s):
* %BeginFile

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

<html>
<body bgcolor="white">
<p>FOR IMMEDIATE RELEASE:

<h2 align="center">SQLite Consortium Launches With Mozilla And Symbian As Charter Members</h2>

<p>Ensures independent technical direction for world's most deployed SQL database engine</p>

<p>Charlotte, North Carolina - December 12, 2007 - The SQLite Consortium, a new membership association dedicated to maintaining SQLite as a fully open and independent product, was formally announced today. Mozilla and Symbian Ltd. have joined the SQLite Consortium as charter members.</p>

<p>SQLite is a compact, high efficiency, high reliability, embeddable SQL database engine. The source code to SQLite is in the public domain and is available with no associated fees. SQLite is the most deployed SQL database engine in the world and is currently used in a wide range of commercial software products and electronic devices from leading manufacturers. SQLite is found today in many mobile phones, MP3 players, set-top boxes, and PCs.</p>

<p>The mission of the SQLite Consortium is to continue developing and enhancing SQLite as a product that anyone may use without paying royalties or licensing fees. Members of the SQLite Consortium provide funding to enable this mission and in return receive enterprise-level technical support. Technical control and direction of SQLite remains entirely with the SQLite developers.</p>

<p> Mozilla, developer of the popular open-source Firefox web browser, and Symbian, the market-leading open operating system for advanced data-enabled smartphones, both deploy the SQLite database engine in their products. As charter members of the Consortium, Mozilla and Symbian are ensuring the development and support of SQLite as a freely accessible and public domain software asset.</p>

<p>SQLite has become a popular embedded database because it is lightweight, fast,
and open source," said Michael Schroepfer, Vice President of Engineering, Mozilla. "As a charter member of the SQLite Consortium, Mozilla is excited to help ensure SQLite remains a vibrant and open technology, in line with our mission to promote choice and innovation on the Internet."

"The SQLite Consortium will help set the standards for database management which are essential in smartphone functionality and will also help create a pool of developers, highly-skilled in SQLite for future mobile phone development," said Bruce Carney, Director, Developer Programmes & Services, Symbian. "Our involvement with the SQL Consortium not only demonstrates Symbian's commitment to open standards in the industry, but as mobile phones become increasingly powerful and smartphones become increasingly popular, we are focused on ensuring that desktop developers, who move to the mobile space, have the easiest and most productive experience possible."

SQLite is a winner of the 2005 Google/O'Reilly Open Source Award. Additional information regarding the SQLite Consortium is available at the SQLite website, http://www.sqlite.org/.

CONTACT INFORMATION:
SQLite Consortium
Dr. D. Richard Hipp
6200 Maple Cove Lane
Charlotte, NC 28269
Email: drh@sqlite.org
http://www.sqlite.org/
Tel: +1.704.948.4565

About SQLite
SQLite is a software library that implements a self-contained, embeddable, serverless, zero-configuration, transactional SQL database engine. The code for SQLite is in the public domain and is free for any use, commercial or private. SQLite is currently found in countless software titles and electronic devices.

SQLite was originally developed and released 2000 by Dr. D. Richard Hipp. The code continues to be maintained and enhanced by an international team of developers under Hipp's direction.

About Mozilla
Mozilla is a global community dedicated to building free, open source products and technologies that improve the online experience for people everywhere. Mozilla works in the open with a highly disciplined, transparent and cooperative development process, under the umbrella of the non-profit Mozilla Foundation. As a wholly owned subsidiary, the Mozilla Corporation organizes the development and marketing of Mozilla products. This unique structure has enabled Mozilla to financially support and cultivate competitive, viable community innovation. For more information, visit www.mozilla.com.<p></p>

CONTACT INFORMATION:<br>Mozilla Corporation<br>Jessica Waight<br>Tel: +1.415.345.4754<br>Email: jwaight@outcastpr.com
</p>

About Symbian Limited

Symbian is a software licensing company that develops and licenses Symbian OS, the market-leading open operating system for advanced, data-enabled mobile phones known as smartphones.<p></p>

Symbian licenses Symbian OS to the world's leading handset manufacturers and has built close co-operative business relationships with leading companies across the mobile industry. During Q3 2007, 20.4 million Symbian smartphones were sold worldwide to over 250 major network operators, bringing the total number of Symbian smartphones shipped up to 30 September 2007 to 165 million.<p></p>

Symbian has its headquarters in London, United Kingdom, with offices in the United States, United Kingdom, Asia (India, P.R. China, and Korea) and Japan. For more information, please visit www.symbian.com.<p></p>

CONTACT INFORMATION:<br>Symbian Global Press Office<br>Karen Hamblen<br>+44 207 154 1707<br>press@symbian.com
</p>

The psow query parameter works with the default windows and unix VFSes but might be a no-op for other
proprietary or non-standard VFSes.

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

SQLite core and like the SQLite core are in the public domain. The
The <b><a href="th3.html">TH3</a></b> test harness is a set of proprietary tests, written in

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

/*
 ** Return a pointer to the "temporary page" buffer held internally
 ** by the pager. This is a buffer that is big enough to hold the
 ** entire content of a database page. This buffer is used internally
 ** during rollback and will be overwritten whenever a rollback
 ** occurs. But other modules are free to use it too, as long as
 ** no rollbacks are happening.
 */

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

application is free to use the same <a href="../c3ref/sqlite3.html">database connection</a> or the

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

/*
 ** The "printf" code that follows dates from the 1980's. It is in
 ** the public domain. The original comments are included here for
 ** completeness. They are very out-of-date but might be useful as
 ** an historical reference. Most of the "enhancements" have been backed
 ** out so that the functionality is now the same as standard printf().
 **
 *******************
 **
 ** This file contains code for a set of "printf"-like routines. These
 ** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/

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

other proprietary or non-standard VFSes.

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

<html>
<head>
<title>SQLite Consortium Agreement</title>
</head>
<body bgcolor="white">
<h1 align="center">
SQLite Consortium Agreement
</h1>

<p>This SQLite Consortium Agreement ("Agreement") is made and
entered into as of the _____ day of _____________, 2007 ("Effective Date")
by and between _____________ (the "Company"), and
Hipp, Wyrick & Company, Inc., a Georgia Corporation with
headquarters at 6200 Maple Cove Lane, Charlotte, NC ("Hwaci").</p>

<p>WHEREAS, Hwaci is the developer of a serverless, embeddable, public
domain SQL database engine available at
<a href="http://www.sqlite.org/">http://www.sqlite.org/</a>
("SQLite"); and</p>

<p>WHEREAS, Company wishes to support the independent development of
the SQLite database engine to insure the continuing reliability,
vitality, and independence of SQLite, and in connection therewith,
Company wishes to provide funds for ongoing research, development,
and maintenance of the SQLite code base, operation of the SQLite
website, protection and maintenance of the SQLite
trademark, as well as for promotion of SQLite at conferences and
trade shows; and</p>

<p>WHEREAS, Company wishes to receive benefits in the form of
services from Hwaci in consideration for their support of SQLite; and</p>
WHEREAS, Company and Hwaci each wish SQLite to be supported and maintained as an independent, community-driven project, and to ensure the SQLite development team remains independent.

NOW, THEREFORE, in consideration of the mutual promises contained herein, the parties agree as follows:

1.0 Definitions

1.1 SQLite Developers
The "SQLite Developers" are the employees or contractors of Hwaci engaged in the development of SQLite, including without limitation the SQLite Architect.

1.2 SQLite Architect
The "SQLite Architect" is the SQLite Developer with ultimate responsibility and authority over changes and maintenance of the SQLite code. The current SQLite Architect is the original designer and developer of SQLite, D. Richard Hipp. Hwaci may change the SQLite Architect from time to time upon approval by Company.

1.3 Consortium Member
A "Consortium Member” is a company or organization, including but not limited to Company, which has entered into an agreement with Hwaci which is substantially similar to this Agreement.

2.0 Agreement

2.1 Responsibilities And Obligations Of SQLite Developers

2.1.1 General Support
The SQLite Developers shall provide, without limit, timely and accurate answers, advice, and instruction in response to questions and comments from Company about SQLite submitted by email or by telephone at any time day or night.

2.1.2 Debugging Support
The SQLite Developers shall at Company's request provide Company with direct assistance in debugging applications that are built upon or use SQLite. The combined time for Debugging Support and Custom Development for Company is limited to 330 hours per year.

2.1.3 Custom Development
The SQLite Developers shall at the request of Company
write new extensions or enhancements
to SQLite according to Company's specifications. These extensions
and enhancements may be proprietary to Company or open source or
with the consent of both Company and the SQLite Architect may
be folded into the public domain SQLite source tree.
The time devoted to Custom Development for Company is limited 220 hours
per year.
</p>

<h4>2.1.4 Custom Builds</h4>
The SQLite Developers shall at Company's request provide Company
with specialized builds of SQLite according to Company's specifications.
</p>

<h4>2.1.5 Legacy Support</h4>
The SQLite Developers shall at Company's request provide support
and bug-fix patches for any historical version of SQLite.
</p>

<h4>2.1.6 Custom Testing</h4>
The SQLite Developers shall at Company's request set up and run
acceptance tests according Company's specifications that are specifically
designed to exercise SQLite as configured and used by Company.
These acceptance tests shall be run and shall pass prior to any release
of SQLite.
</p>

<h4>2.1.7 Priority Bug Fixes</h4>
The SQLite Developers shall assign highest priority to fixing bugs
in SQLite that are reported by Company or in which Company has
expressed a specific interest.
</p>

<h4>2.1.8 Code Quality</h4>
The SQLite Developers shall at all times keep the SQLite source
code well commented and documented and clearly structured and
organized so that an experienced and competent programmer can
understand it and support it after no more than a few months of study.
</p>

<h4>2.1.9 Backwards Compatibility</h4>
The SQLite Developers recognize that Company uses SQLite
in mission-critical applications and therefore shall work diligently
to ensure continuing bug-free correct operation and backwards
compatibility with prior releases.
</p>

<h4>2.1.10 Test Coverage</h4>
<p>The SQLite Developers shall maintain the SQLite test suite such that no less than 95% source code coverage is provided.</p>

<h4>2.1.11 Website</h4>

<p>The SQLite Developers shall maintain the SQLite website at <a href="http://www.sqlite.org/">http://www.sqlite.org/</a> in good working order and all SQLite source code shall be made freely available at such website.</p>

<h3>2.2 Responsibilities And Obligations Of The SQLite Architect</h3>

<h4>2.2.1 Private Briefings</h4>

<p>The SQLite Architect shall, at the request of Company, provide Company with private notification and briefings of any new bugs or new features in SQLite that might effect Company's products.</p>

<h4>2.2.2 Direction</h4>

<p>The SQLite Architect shall coordinate the activities of SQLite Developers and shall publish from time to time a roadmap of proposed future changes and enhancements to SQLite.</p>

<h4>2.2.3 Oversight</h4>

<p>The SQLite Architect shall personally review all changes to the SQLite Source Code and take responsibility for the quality and correctness of those changes.</p>

<h4>2.2.4 Continuity</h4>

<p>The initial SQLite Architect shall be the original developer of SQLite, D. Richard Hipp. The role of SQLite Architect shall not be assigned to another during the term of this Agreement except due to the disability of Dr. Hipp and with approval of Company.</p>

<h3>2.3 Responsibilities And Obligations Of Hwaci</h3>

<h4>2.3.1 Employer</h4>

<p>Hwaci shall act as the employer of the SQLite Developers and SQLite Architect and shall make all tax and legal filings and tax withholding required by employers. Hwaci shall provide Company with W-9 information upon request.</p>
<h4>2.3.2 Responsible Party</h4>
<p>All obligations of the SQLite Developers set forth in this agreement are deemed obligations of Hwaci. Hwaci shall recruit, employ, and supervise SQLite Developers in such a way that the responsibilities and obligations of the SQLite Developers set forth in this agreement are upheld.</p>

<h4>2.3.3 Multiple Developers</h4>
<p>Hwaci shall recruit and employ as many SQLite Developers for as many hours as can be reasonably achieved using the funds received from Consortium Members under this agreement. So that support for SQLite will not be interrupted by the disability or withdrawal of any one SQLite Developer, Hwaci will keep at least two knowledgeable and competent SQLite Developers on staff.</p>

<h4>2.3.4 Mentorship</h4>
<p>Hwaci shall work to encourage independent programmers from around the world to become familiar with SQLite internals so that there will be a pool of talent able to support SQLite in the future.</p>

<h4>2.3.5 Audits</h4>
<p>Hwaci shall keep and maintain complete and accurate records of the use of development funds provided by Company and shall allow Company, or its representative, a certified public accountant mutually acceptable to Hwaci and Company, during office hours and at reasonable intervals, no more than once every 12 months, to inspect and make extracts or copies of such records solely for the purpose of ascertaining Hwaci's compliance with the objectives and requirements of this agreement.</p>

<h4>2.3.6 Disaster Planning</h4>
<p>Hwaci shall maintain backup copies of all SQLite source files and documentation, current and historical, at at least two separate locations separated from each other and from the primary on-line SQLite repository by at least 400 kilometers.</p>

<h4>2.3.7 Trademark</h4>
<p>Hwaci shall maintain ownership of the SQLite trademark and the sqlite.org domain name and shall purchase bandwidth and server space for the <a href="http://www.sqlite.org/">http://www.sqlite.org/</a> website.</p>
No Take-overs or Buy-outs

Neither Hwaci nor the SQLite Architect shall relinquish development control of SQLite during the term of this Agreement, by acquisition or merger or by any other means, except with the consent of Company.

New Consortium Members

New Consortium Members may be accepted into the consortium from time to time under identical terms as this agreement, or under substantially similar terms that have been approved by existing Consortium Members.

Adequate Staff

Hwaci shall recruit and employ a sufficient number of qualified SQLite Developers to easily cover all custom development, debugging, and general support service obligations for all Consortium Members while still providing ample time for the SQLite Developers to engage in general maintenance and extension of SQLite.

Use Of Funds

Hwaci shall use the funds provided hereunder solely for the development and maintenance of SQLite as set forth in this Agreement. Interest on funds received in advance and held in trust will be reinvested and used for the same purposes as the principal.

Responsibilities And Obligations Of Company

Funding

Company shall provide funding for the ongoing support and maintenance of SQLite as set forth in section 3.0 "Fees”.

Copyright Disclaimer

Company acknowledges that SQLite source code and documentation published on the SQLite website is in the public domain and that nothing in this agreement shall change that fact.

Fees
<p>In consideration of the performance by Hwaci, the SQLite Developers, and the SQLite Architect of the obligations described herein, Company shall pay Hwaci at least US $75,000 per year in advance either annually, quarterly, or monthly, at Company's discretion.</p>

<h2>4.0 Confidentiality</h2>

<h3>4.1 Definition of Confidential Information</h3>

"Confidential Information" means any Company proprietary information, technical data, trade secrets or know-how, including, but not limited to, research, product plans, products, services, customers, customer lists, markets, software, developments, inventions, processes, formulas, technology, designs, drawings, engineering, hardware configuration information, marketing, finances or other business information disclosed by Company either directly or indirectly in writing, orally or by drawings or inspection of parts or equipment.

<h3>4.2 Non-Use and Non-Disclosure.</h3>

Hwaci shall not, during or subsequent to the term of this Agreement, use Company's Confidential Information for any purpose whatsoever other than the performance of the Services or disclose Company's Confidential Information to any third party. The parties acknowledge that Confidential Information will remain the sole property of Company. Hwaci shall take all reasonable precautions to prevent any unauthorized disclosure of Confidential Information including, but not limited to, having each employee or consultant of Hwaci, if any, with access to any Confidential Information, execute a nondisclosure agreement containing provisions in Company's favor substantially similar to this Agreement. Confidential Information does not include information that: (i) is known to Hwaci at the time of disclosure to Hwaci by Company as evidenced by written records of Hwaci; (ii) has become publicly known and made generally available through no wrongful act of Hwaci; or (iii) has been received by Hwaci from a third party who is authorized to make such disclosure.

<h4>4.2.1 Disclosure Required by Law</h4>

In the event any Confidential Information is required to be disclosed by Hwaci under the terms of a valid and effective subpoena or order issued by a court of competent jurisdiction, or by a demand or information request from an executive or administrative agency or other governmental authority, Hwaci shall, unless prohibited by the terms of a subpoena, order, or demand, promptly notify Company of the existence, terms and circumstances surrounding
such demand or request, shall consult with Company on the advisability of taking legally available steps to resist or narrow such demand or request, and, if disclosure of such Confidential Information is required, shall exercise its reasonable best efforts to narrow the scope of disclosure and obtain an order or other reliable assurance that confidential treatment will be accorded to such Confidential Information. To the extent that Hwaci is prohibited from notifying Company of a subpoena, order or demand, by the terms of same, Hwaci shall exercise its reasonable efforts to narrow the scope of disclosure.

4.3 Return of Materials.

Upon the termination of this Agreement, or upon Company's earlier request, Hwaci shall deliver to Company all of Company's property or Confidential Information that Hwaci may have in Hwaci's possession or control.

5.0 Intellectual Property

5.1 No Assignment

Company acknowledges that all copyrightable material, notes, records, drawings, designs, inventions, improvements, developments, discoveries and trade secrets made, generated, conceived, or reduced to practice by Hwaci related to SQLite will remain the property of Hwaci. Nothing in this Agreement will be construed to transfer any intellectual property right of Hwaci to Company.

5.2 Availability and Public Domain Dedication

The SQLite Developers and Hwaci shall, subject to their discretion as to the quality and suitability of the SQLite source code and documentation for public release, make the SQLite source code and documentation publicly available as downloadable files and make a public statement ceding all intellectual property rights, including but not limited to copyright and patent rights, in the SQLite source code and documentation to the public domain. To the extent that the SQLite Developers and Hwaci elect not to release the SQLite source code and documentation publicly, they shall provide copies thereof to Company and hereby grants to Company, under all of the
SQLite Developers’ and Hwací’s rights including but not limited to copyright and patent rights, in and to the SQLite source code and documentation, perpetual, irrevocable, worldwide, non-exclusive, sublicenseable license to use, copy, prepare derivative works of, publicly perform and display the SQLite source code and documentation and derivative works thereof.</p>

<h3>5.3 Trademark</h3>

<p>Hwací shall use the name "SQLite" only to apply to the publicly available project known by such name as of the Effective Date. Hwací may in its discretion file such trademark applications or registrations as it deems appropriate to protect or record its rights therein, and may set such policies as it deems appropriate for licensing the use of the trademark.</p>

<h2>6.0 Representations And Warranties</h2>

<h3>6.1 Intellectual Property Clearances.</h3>

<p>Hwací hereby represents and warrants that Hwací shall enter into agreements with the SQLite Developers sufficient to enable Hwací to undertake the obligations of Section 5.</p>

<h3>6.2 Disclaimer.</h3>

<p>THE WORK PRODUCT AND ALL MATERIAL PROVIDED BY HWACI AND COMPANY ARE PROVIDED "AS IS." NEITHER PARTY MAKES ANY REPRESENTATIONS OR WARRANTIES OF ANY KIND, WHETHER ORAL OR WRITTEN, WHETHER EXPRESS, IMPLIED, OR ARISING BY STATUTE, CUSTOM, COURSE OF DEALING OR TRADE USAGE, WITH RESPECT TO THE SUBJECT MATTER HEREOF, IN CONNECTION WITH THIS AGREEMENT. EACH PARTY SPECIFICALLY DISCLAIMS ANY AND ALL IMPLIED WARRANTIES OR CONDITIONS OF TITLE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT.</p>

<h2>7.0 Term And Termination</h2>

<h3>7.1 Term.</h3>

<p>This Agreement will commence on the Effective Date and will continue until 12 months after the Effective Date. Thereafter, the parties may by mutual consent renew this Agreement subject to agreement on fees to be paid by
<h3>7.2 Termination.</h3>

If either party materially defaults in the performance of any of its material obligations hereunder and if any such default is not corrected within 30 days after notice in writing, then the non-defaulting party, at its option, may, in addition to any other remedies it may have, thereupon terminate this Agreement by giving written notice of termination to the defaulting party.

<h3>7.3 Survival.</h3>

Upon such termination all rights and duties of the parties toward each other will cease except: Sections 4 (Confidentiality), 5 (Intellectual Property), and 8 (Miscellaneous) will survive termination of this Agreement.

<h2>8. Miscellaneous</h2>

<h3>8.1 Nonassignment/Binding Agreement.</h3>

The parties acknowledge that the unique nature of Hwaci's services are substantial consideration for the parties' entering into this Agreement. Neither this Agreement nor any rights under this Agreement may be assigned or otherwise transferred by Hwaci, in whole or in part, whether voluntarily or by operation of law, without the prior written consent of Company, which consent will not be unreasonably withheld. Subject to the foregoing, this Agreement will be binding upon and will inure to the benefit of the parties and their respective successors and assigns. Any assignment in violation of the foregoing will be null and void.

<h3>8.2 Notices.</h3>

Any notice required or permitted under the terms of this Agreement or required by law must be in writing and must be: (a) delivered in person; (b) sent by first class registered mail, or air mail, as appropriate; or (c) sent by overnight air courier, in each case properly posted and fully prepaid to the appropriate address set forth in the preamble to this Agreement. Either party may change its address for notice by notice to the other party given in accordance with this Section. Notices will be considered to have been given at the time of
actual delivery in person, three business days after deposit in the mail as set forth above, or one day after delivery to an overnight air courier service.</p>

<h3>8.3 Waiver.</h3>

<p>Any waiver of the provisions of this Agreement or of a party's rights or remedies under this Agreement must be in writing to be effective. Failure, neglect, or delay by a party to enforce the provisions of this Agreement or its rights or remedies at any time, will not be construed as a waiver of such party's rights under this Agreement and will not in any way affect the validity of the whole or any part of this Agreement or prejudice such party's right to take subsequent action. No exercise or enforcement by either party of any right or remedy under this Agreement will preclude the enforcement by such party of any other right or remedy under this Agreement or that such party is entitled by law to enforce.</p>

<h3>8.4 Severability.</h3>

<p>If any term, condition, or provision in this Agreement is found to be invalid, unlawful or unenforceable to any extent, the parties shall endeavor in good faith to agree to such amendments that will preserve, as far as possible, the intentions expressed in this Agreement. If the parties fail to agree on such an amendment, such invalid term, condition or provision will be severed from the remaining terms, conditions and provisions, which will continue to be valid and enforceable to the fullest extent permitted by law.</p>

<h3>8.5 Integration.</h3>

<p>This Agreement contains the entire agreement of the parties with respect to the subject matter of this Agreement and supersedes all previous communications, representations, understandings and agreements, either oral or written, between the parties with respect to said subject matter. This Agreement may not be amended, except by a writing signed by both parties.</p>

<h3>8.6 Counterparts.</h3>

<p>This Agreement may be executed in counterparts, each of which so executed will be deemed to be an
original and such counterparts together will constitute one and the same agreement.</p>

<h3>8.7 Governing Law.</h3>

This Agreement will be interpreted and construed in accordance with the laws of the State of North Carolina and the United States of America, without regard to conflict of law principles. All disputes arising out of this Agreement will be subject to the exclusive jurisdiction of the state and federal courts located in North Carolina, and each party hereby consents to the personal jurisdiction thereof.</p>

<h3>8.8 Independent Contractors.</h3>

It is the intention of the parties that Hwaci is an independent contractor. Nothing in this Agreement will in any way be construed to constitute Hwaci or any of its employees as an agent, employee or representative of Company.</p>

<h2>9.0 Signatures</h2>

The parties have executed this Agreement below to indicate their acceptance of its terms.

<table>
<thead>
<tr>
<th>HWACI</th>
<th>COMPANY</th>
</tr>
</thead>
<tbody>
<tr>
<td>By:</td>
<td>By:</td>
</tr>
<tr>
<td>Name:</td>
<td>Name:</td>
</tr>
<tr>
<td>Title:</td>
<td>Title:</td>
</tr>
</tbody>
</table>

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

/*
 ** 2004 May 22
 **
 ** The author disclaims copyright to this source code. In place of
 ** a legal notice, here is a blessing:
 **
 ** May you do good and not evil.
 ** May you find forgiveness for yourself and forgive others.
 ** May you share freely, never taking more than you give.
 **
 ********************************************************************************/

** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
** * General-purpose declarations and utility functions.
** * Unique file ID logic used by VxWorks.
** * Various locking primitive implementations (all except proxy locking):
**   + for Posix Advisory Locks
**   + for no-op locks
**   + for dot-file locks
**   + for flock() locking
**   + for named semaphore locks (VxWorks only)
**   + for AFP filesystem locks (MacOSX only)
** * sqlite3_file methods not associated with locking.
** * Definitions of sqlite3_io_methods objects for all locking
**   methods plus "finder" functions for each locking method.
** * sqlite3_vfs method implementations.
** * Locking primitives for the proxy uber-locking-method. (MacOSX only)
** * Definitions of sqlite3_vfs objects for all locking methods
plus implementations of sqlite3_os_init() and sqlite3_os_end().

*/

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

/*
* This code implements the MD5 message-digest algorithm.
* The algorithm is due to Ron Rivest. This code was
* written by Colin Plumb in 1993, no copyright is claimed.
* This code is in the public domain; do with it what you wish.
*
* Equivalent code is available from RSA Data Security, Inc.
* This code has been tested against that, and is equivalent,
* except that you don't need to include two pages of legalese
* with every copy.
*
* To compute the message digest of a chunk of bytes, declare an
* MD5Context structure, pass it to MD5Init, call MD5Update as
* needed on buffers full of bytes, and then call MD5Final, which
* will fill a supplied 16-byte array with the digest.
*/

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

2.31 0
1.23 0
1.0 0

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

<p><b>Public domain</b></p>
The source code for SQLite is in the public domain. No claim of copyright

Found in path(s):
No license file was found, but licenses were detected in source scan.
the public domain and originals of author, and all of those authors have public domain dedications
Even though SQLite is in the public domain and does not require the public domain. </li>
in this code to the public domain. We make this dedication for the benefit

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

# 2001 September 15
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
# May you do good and not evil.
# May you find forgiveness for yourself and forgive others.
# May you share freely, never taking more than you give.
#
# This file implements regression tests for SQLite library. The
# focus of this file is testing built-in functions.
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# Create a table to work with.
#
do_test func-0.0 {
execsql {CREATE TABLE tbl1(t1 text)}
foreach word [this program is free software] {
execsql "INSERT INTO tbl1 VALUES('$word')"
}
execsql {SELECT t1 FROM tbl1 ORDER BY t1}
} {free is program software this}
do_test func-0.1 {
ex...
SELECT * FROM t2;
}
} {1 {345 {67890

# Check out the length() function
#
do_test func-1.0 {
  execsql {SELECT length(t1) FROM tbl1 ORDER BY t1}
} {4 2 7 8 4}
do_test func-1.1 {
  set r [catch {execsql {SELECT length(*) FROM tbl1 ORDER BY t1}} msg]
  lappend r $msg
} {1 {wrong number of arguments to function length()}}
do_test func-1.2 {
  set r [catch {execsql {SELECT length(t1,5) FROM tbl1 ORDER BY t1}} msg]
  lappend r $msg
} {1 {wrong number of arguments to function length()}}
do_test func-1.3 {
  execsql {SELECT length(t1), count(*) FROM tbl1 GROUP BY length(t1)
          ORDER BY length(t1)}
} {2 1 4 2 7 1 8 1}
do_test func-1.4 {
  execsql {SELECT coalesce(length(a),-1) FROM t2}
} {1 -1.3 -1.5}

# Check out the substr() function
#
do_test func-2.0 {
  execsql {SELECT substr(t1,1,2) FROM tbl1 ORDER BY t1}
} {fr is pr so th}
do_test func-2.1 {
  execsql {SELECT substr(t1,2,1) FROM tbl1 ORDER BY t1}
} {r s r o h}
do_test func-2.2 {
  execsql {SELECT substr(t1,3,3) FROM tbl1 ORDER BY t1}
} {ee {} ogr ftw is}
do_test func-2.3 {
  execsql {SELECT substr(t1,-1,1) FROM tbl1 ORDER BY t1}
} {e s m e s}
do_test func-2.4 {
  execsql {SELECT substr(t1,-1,2) FROM tbl1 ORDER BY t1}
} {e s m e s}
do_test func-2.5 {
  execsql {SELECT substr(t1,-2,1) FROM tbl1 ORDER BY t1}
} {e i a r i}
do_test func-2.6 {
  execsql {SELECT substr(t1,-2,2) FROM tbl1 ORDER BY t1}
} {ee is am re is}
do_test func-2.7 {
  execsql {SELECT substr(t1,-4,2) FROM tbl1 ORDER BY t1}
} {fr {} gr wa th}
do_test func-2.8 {
  execsql {SELECT t1 FROM tbl1 ORDER BY substr(t1,2,20)}
} {this software free program is}
do_test func-2.9 {
  execsql {SELECT substr(a,1,1) FROM t2}
} {1 {} 3 {} 6}
do_test func-2.10 {
  execsql {SELECT substr(a,2,2) FROM t2}
} {{} {} 45 {} 78}

# Only do the following tests if TCL has UTF-8 capabilities
#
if {"u1234"!="u1234"} {

# Put some UTF-8 characters in the database
#
do_test func-3.0 {
  execsql {DELETE FROM tbl1}
    foreach word "contains UTF-8 characters hiሴho" {
        execsql "INSERT INTO tbl1 VALUES('$word')"
    }
  execsql {SELECT t1 FROM tbl1 ORDER BY t1}
} "UTF-8 characters contains hi\u1234ho"
do_test func-3.1 {
  execsql {SELECT length(t1) FROM tbl1 ORDER BY t1}
} {5 10 8 5}
do_test func-3.2 {
  execsql {SELECT substr(t1,1,2) FROM tbl1 ORDER BY t1}
} {UT ch co hi}
do_test func-3.3 {
  execsql {SELECT substr(t1,1,3) FROM tbl1 ORDER BY t1}
} "UTF cha con hi\u1234"
do_test func-3.4 {
  execsql {SELECT substr(t1,2,2) FROM tbl1 ORDER BY t1}
} "TF ha on i\u1234"
do_test func-3.5 {
  execsql {SELECT substr(t1,2,3) FROM tbl1 ORDER BY t1}
} "TF- har ont i\u1234h"
do_test func-3.6 {
  execsql {SELECT substr(t1,3,2) FROM tbl1 ORDER BY t1}
} "F- ar nt \u1234h"
do_test func-3.7 {
  execsql {SELECT substr(t1,4,2) FROM tbl1 ORDER BY t1}
} "-8 ra ta ho"
do_test func-3.8 {
execsql {SELECT substr(t1,-1,1) FROM tbl1 ORDER BY t1}
} "8 s o"
do_test func-3.9 {
execsql {SELECT substr(t1,-3,2) FROM tbl1 ORDER BY t1}
} "F-er in \u1234h"
do_test func-3.10 {
execsql {SELECT substr(t1,-4,3) FROM tbl1 ORDER BY t1}
} "TF-ter ain \u1234h"
do_test func-3.99 {
execsql {DELETE FROM tbl1}
foreach word {this program is free software} {
execsql "INSERT INTO tbl1 VALUES('Word')"
}
exesql {SELECT t1 FROM tbl1}
} this program is free software
}
} ;# End \u1234!u1234

# Test the abs() and round() functions.
#
ifcapable !floatingpoint {
do_test func-4.1 {
execsql {
CREATE TABLE t1(a,b,c);
INSERT INTO t1 VALUES(1,2,3);
INSERT INTO t1 VALUES(2,12345678901234,-1234567890);
INSERT INTO t1 VALUES(3,-2,-5);
}
catchsql {SELECT abs(a,b) FROM t1}
} {1 {wrong number of arguments to function abs()}}
}
ifcapable floatingpoint {
do_test func-4.1 {
execsql {
CREATE TABLE t1(a,b,c);
INSERT INTO t1 VALUES(1,2,3);
INSERT INTO t1 VALUES(2,1.2345678901234,-12345.67890);
INSERT INTO t1 VALUES(3,-2,-5);
}
catchsql {SELECT abs(a,b) FROM t1}
} {1 {wrong number of arguments to function abs()}}
}
do_test func-4.2 {
catchsql {SELECT abs() FROM t1}
} {1 {wrong number of arguments to function abs()}}
ifcapable floatingpoint {
do_test func-4.3 {
catchsql {SELECT abs(b) FROM t1 ORDER BY a}
do_test func-4.4 {  
catchsql {SELECT abs(c) FROM t1 ORDER BY a}  
} {0 {3 12345.67890 5}}

ifcapable !floatingpoint {  
if {[working_64bit_int]} {  
do_test func-4.3 {  
catchsql {SELECT abs(b) FROM t1 ORDER BY a}  
} {0 {2 12345678901234 2}}
  }
do_test func-4.4 {  
catchsql {SELECT abs(c) FROM t1 ORDER BY a}  
} {0 {3 1234567890 5}}
  }
do_test func-4.4.1 {  
execsql {SELECT abs(a) FROM t2}  
} {1 {345} 67890}
do_test func-4.4.2 {  
execsql {SELECT abs(t1) FROM tbl1}  
} {0.0 0.0 0.0 0.0 0.0}

ifcapable floatingpoint {  
do_test func-4.5 {  
catchsql {SELECT round(a,b,c) FROM t1}  
} {1 {wrong number of arguments to function round()}}  
do_test func-4.6 {  
catchsql {SELECT round(b,2) FROM t1 ORDER BY b}  
} {0 {-2.0 1.23 2.0}}
do_test func-4.7 {  
catchsql {SELECT round(b,0) FROM t1 ORDER BY a}  
} {0 {2.0 1.0 -2.0}}
do_test func-4.8 {  
catchsql {SELECT round(c) FROM t1 ORDER BY a}  
} {0 {3.0 -12346.0 -5.0}}
do_test func-4.9 {  
catchsql {SELECT round(c,a) FROM t1 ORDER BY a}  
} {0 {3.0 -12345.68 -5.0}}
do_test func-4.10 {  
catchsql {SELECT 'x'|| round(c,a) || 'y' FROM t1 ORDER BY a}  
} {0 {x3.0y x-12345.68y x-5.0y}}
do_test func-4.11 {  
catchsql {SELECT round() FROM t1 ORDER BY a}  
} {1 {wrong number of arguments to function round()}}
do_test func-4.12 {  
execsql {SELECT coalesce(round(a,2),'nil') FROM t2}  
} {1.0 nil 345.0 nil 67890.0}
do_test func-4.13 {  

```c
execsql {SELECT round(t1,2) FROM tbl1}
} {0.0 0.0 0.0 0.0 0.0}
do_test func-4.14 {
  execsql {SELECT typeof(round(5.1,1));}
} {real}
do_test func-4.15 {
  execsql {SELECT typeof(round(5.1));}
} {real}
do_test func-4.16 {
  catchsql {SELECT round(b,2.0) FROM t1 ORDER BY b}
} {0 {-2.0 1.23 2.0}}
# Verify some values reported on the mailing list.
# Some of these fail on MSVC builds with 64-bit
# long doubles, but not on GCC builds with 80-bit
# long doubles.
for {set i 1} {$i<999} {incr i} {
  set x1 [expr 40222.5 + $i]
  set x2 [expr 40223.0 + $i]
  do_test func-4.17.$i {
    execsql {SELECT round($x1);}
  } $x2
}
for {set i 1} {$i<999} {incr i} {
  set x1 [expr 40222.05 + $i]
  set x2 [expr 40222.10 + $i]
  do_test func-4.18.$i {
    execsql {SELECT round($x1,1);}
  } $x2
}
do_test func-4.20 {
  execsql {SELECT round(40223.4999999999);}
} {40223.0}
do_test func-4.21 {
  execsql {SELECT round(40224.4999999999);}
} {40224.0}
do_test func-4.22 {
  execsql {SELECT round(40225.4999999999);}
} {40225.0}
for {set i 1} {$i<10} {incr i} {
  do_test func-4.23.$i {
    execsql {SELECT round(40223.4999999999,$i);}
  } {40223.5}
  do_test func-4.24.$i {
    execsql {SELECT round(40224.4999999999,$i);}
  } {40224.5}
  do_test func-4.25.$i {
    execsql {SELECT round(40225.4999999999,$i);}
  } {40225.5}
```

for {set i 10} {$i<32} {incr i} {
    do_test func-4.26.$i {
        execsql {SELECT round(40223.4999999999,$i);} {40223.4999999999}
    } {40223.4999999999}
    do_test func-4.27.$i {
        execsql {SELECT round(40224.4999999999,$i);} {40224.4999999999}
    } {40224.4999999999}
    do_test func-4.28.$i {
        execsql {SELECT round(40225.4999999999,$i);} {40225.4999999999}
    } {40225.4999999999}
}

# Test the upper() and lower() functions

# do_test func-5.1 {
    execsql {SELECT upper(t1) FROM tbl1}
} {THIS PROGRAM IS FREE SOFTWARE}
do_test func-5.2 {
execsql {SELECT lower(upper(t1)) FROM tbl1}
} {this program is free software}
do_test func-5.3 {
execsql {SELECT upper(a), lower(a) FROM t2}
} {1 1 {} {} 345 345 {} {} 67890 67890}
ifcapable !icu {
do_test func-5.4 {
  catchsql {SELECT upper(a,5) FROM t2}
} {1 [wrong number of arguments to function upper()]}
}
do_test func-5.5 {
  catchsql {SELECT upper(*) FROM t2}
} {1 [wrong number of arguments to function upper()]

# Test the coalesce() and nullif() functions
#
do_test func-6.1 {
execsql {SELECT coalesce(a,'xyz') FROM t2}
} {1 xyz 345 xyz 67890}
do_test func-6.2 {
execsql {SELECT coalesce(upper(a),'nil') FROM t2}
} {1 nil 345 nil 67890}
do_test func-6.3 {
execsql {SELECT coalesce(nullif(1,1),'nil')}
} {nil}
do_test func-6.4 {
execsql {SELECT coalesce(nullif(1,2),'nil')}
} {1}
do_test func-6.5 {
execsql {SELECT coalesce(nullif(1,NULL),'nil')}
} {1}

# Test the last_insert_rowid() function
#
do_test func-7.1 {
execsql {SELECT last_insert_rowid()}
} {[db last_insert_rowid]}

# Tests for aggregate functions and how they handle NULLs.
#
ifcapable floatingpoint {
do_test func-8.1 {
  ifcapable explain {
    execsql {EXPLAIN SELECT sum(a) FROM t2;}
  }
execsql {
    SELECT sum(a), count(a), round(avg(a),2), min(a), max(a), count(*) FROM t2;
}
} {68236 3 22745.33 1 67890 5 }
}
ifcapable !floatingpoint {
do_test func-8.1 {
    ifcapable explain {
        execsql {EXPLAIN SELECT sum(a) FROM t2;}
    }
    execsql {
        SELECT sum(a), count(a), avg(a), min(a), max(a), count(*) FROM t2;
    }
} {68236 3 22745.0 1 67890 5 }
}
do_test func-8.2 {
    execsql {
        SELECT max('z'||a||'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP') FROM t2;
    }
} {z+67890abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP}
ifcapable tempdb {
do_test func-8.3 {
    execsql {
        CREATE TEMP TABLE t3 AS SELECT a FROM t2 ORDER BY a DESC;
        SELECT min('z'||a||'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP') FROM t3;
    }
} {z+1abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP}
} else {
do_test func-8.3 {
    execsql {
        CREATE TABLE t3 AS SELECT a FROM t2 ORDER BY a DESC;
        SELECT min('z'||a||'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP') FROM t3;
    }
} {z+1abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP}
}
do_test func-8.4 {
    execsql {
        SELECT max('z'||a||'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP') FROM t3;
    }
} {z+67890abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP}
ifcapable compound {
do_test func-8.5 {
    execsql {
        SELECT sum(x) FROM (SELECT '9223372036' || '854775807' AS x
            UNION ALL SELECT -9223372036854775807)
    }
} {0}
do_test func-8.6 {
  execsql {
    SELECT typeof(sum(x)) FROM (SELECT '9223372036' || '854775807' AS x
      UNION ALL SELECT -9223372036854775807)
  }
} {integer}

do_test func-8.7 {
  execsql {
    SELECT typeof(sum(x)) FROM (SELECT '9223372036' || '854775808' AS x
      UNION ALL SELECT -9223372036854775807)
  }
} {real}

ifcapable floatingpoint {
  do_test func-8.8 {
    execsql {
      SELECT sum(x)>0.0 FROM (SELECT '9223372036' || '854775808' AS x
        UNION ALL SELECT -9223372036850000000)
    }
} {1}
}

ifcapable !floatingpoint {
  do_test func-8.8 {
    execsql {
      SELECT sum(x)>0 FROM (SELECT '9223372036' || '854775808' AS x
        UNION ALL SELECT -9223372036850000000)
    }
} {1}
}

# How do you test the random() function in a meaningful, deterministic way?
#

do_test func-9.1 {
  execsql {
    SELECT random() is not null;
  }
} {1}

do_test func-9.2 {
  execsql {
    SELECT typeof(random());
  }
} {integer}

do_test func-9.3 {
  execsql {
    SELECT randomblob(32) is not null;
  }
} {1}

do_test func-9.4 {

EXEC SQL { SELECT typeof(randomblob(32)); } { BLOB }
do_test func-9.5 { EXEC SQL { SELECT length(randomblob(32)), length(randomblob(-5)), length(randomblob(2000)) } { 32 1 2000 }

# The "hex()" function was added in order to be able to render blobs
# generated by randomblob(). So this seems like a good place to test
# hex().
#
if capable bloblit { do_test func-9.10 { EXEC SQL { SELECT hex(x'00112233445566778899aAbBcCdDeEfF') } { 00112233445566778899AABCCDDEEFF } } set encoding [db one {PRAGMA encoding}]
if {$encoding=="UTF-16le"} { do_test func-9.11-utf16le { EXEC SQL { SELECT hex(replace('abcdefg','ef','12')) } { 61006200630064000310032006700 } do_test func-9.12-utf16le { EXEC SQL { SELECT hex(replace('abcdefg','a','12')) } { 610062006300640065006606606700 } do_test func-9.13-utf16le { EXEC SQL { SELECT hex(replace('aabcdefg','a','aaa')) } { 610061006061006100610062006300640065006606606700 } } elseif {$encoding=="UTF-8"} { do_test func-9.11-utf8 { EXEC SQL { SELECT hex(replace('abcdefg','ef','12')) } { 61626364313267 } do_test func-9.12-utf8 { EXEC SQL { SELECT hex(replace('abcdefg','a','12')) } { 61626364656667 } do_test func-9.13-utf8 { EXEC SQL { SELECT hex(replace('aabcdefg','a','aaa')) } { 6161616161626364656667 } } } } # Use the "sqlite_register_test_function" TCL command which is part of
# the text fixture in order to verify correct operation of some of
# the user-defined SQL function APIs that are not used by the built-in
# functions.
#
set ::DB [sqlite3_connection_pointer db]
sqlite_register_test_function $::DB testfunc
do_test func-10.1 {
catchsql {
    SELECT testfunc(NULL,NULL);
}
} {1 {first argument should be one of: int int64 string double null value}}
do_test func-10.2 {
execsql {
    SELECT testfunc('string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'int', 1234);
}
} {1234}
do_test func-10.3 {
execsql {
    SELECT testfunc('string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'string', NULL);
}
} {{}}
if capable floatingpoint {
do_test func-10.4 {
execsql {
    SELECT testfunc('string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'double', 1.234);
}
} {1.234}
do_test func-10.5 {
execsql {
    SELECT testfunc('string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'int', 1234,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'string', NULL,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'string', NULL,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'string', NULL,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'double', 1.234,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'int', 1234,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'string', NULL,
                   'string', 'abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
                   'double', 1.234}
# Test the built-in sqlite_version(*) SQL function.
#
do_test func-11.1 {
    execsql {
        SELECT sqlite_version(*);
    }
} [sqlite3 -version]

# Test that destructors passed to sqlite3 by calls to sqlite3_result_text() etc.
# etc. are called. These tests use two special user-defined functions
# (implemented in func.c) only available in test builds.
#
# Function test_destructor() takes one argument and returns a copy of the
# text form of that argument. A destructor is associated with the return
# value. Function test_destructor_count() returns the number of outstanding
# destructor calls for values returned by test_destructor().
#
if {[db eval {PRAGMA encoding}]=="UTF-8"} {
    do_test func-12.1-utf8 {
        execsql {
            SELECT test_destructor('hello world'), test_destructor_count();
        }
        {{hello world} 1}
    } else {
        if capable {utf16} {
            do_test func-12.1-utf16 {
                execsql {
                    SELECT test_destructor16('hello world'), test_destructor_count();
                }
                {{hello world} 1}
            }
        }
    }
}
do_test func-12.2 {
    execsql {
        SELECT test_destructor_count();
    }
    {{0}}
}
do_test func-12.3 {
    execsql {
        SELECT test_destructor('hello')||' world'
    }
    {{hello world}}
}
do_test func-12.4 {
execsql {
    SELECT test_destructor_count();
} {0}
do_test func-12.5 {
  execsql {
    CREATE TABLE t4(x);
    INSERT INTO t4 VALUES(test_destructor('hello'));
    INSERT INTO t4 VALUES(test_destructor('world'));
    SELECT min(test_destructor(x)), max(test_destructor(x)) FROM t4;
  } {hello world}
do_test func-12.6 {
  execsql {
    SELECT test_destructor_count();
  } {0}
do_test func-12.7 {
  execsql {
    DROP TABLE t4;
  } {}
}

# Test that the auxdata API for scalar functions works. This test uses
# a special user-defined function only available in test builds,
# test_auxdata(). Function test_auxdata() takes any number of arguments.
do_test func-13.1 {
  execsql {
    SELECT test_auxdata('hello world');
  } {0}
do_test func-13.2 {
  execsql {
    CREATE TABLE t4(a, b);
    INSERT INTO t4 VALUES('abc', 'def');
    INSERT INTO t4 VALUES('ghi', 'jkl');
  } {}
do_test func-13.3 {
  execsql {
    SELECT test_auxdata('hello world') FROM t4;
  } {0 1}
do_test func-13.4 {
  execsql {
    SELECT test_auxdata('hello world', 123) FROM t4;
do_test func-13.5 {
   execsql {
      SELECT test_auxdata('hello world', a) FROM t4;
   }
} {{0 0} {1 0}}
do_test func-13.6 {
   execsql {
      SELECT test_auxdata('hello'||'world', a) FROM t4;
   }
} {{0 0} {1 0}}

# Test that auxiliary data is preserved between calls for SQL variables.
do_test func-13.7 {
   set DB [sqlite3_connection_pointer db]
   set sql "SELECT test_auxdata( ?, a ) FROM t4;"
   set STMT [sqlite3_prepare $DB $sql -1 TAIL]
   sqlite3_bind_text $STMT 1 hello\000 -1
   set res [list]
   while { "SQLITE_ROW"==[sqlite3_step $STMT] } {
      lappend res [sqlite3_column_text $STMT 0]
   }
   lappend res [sqlite3_finalize $STMT]
} {{0 0} {1 0} SQLITE_OK}

# Make sure that a function with a very long name is rejected
do_test func-14.1 {
   catch {
      db function [string repeat X 254] {return "hello"}
   }
} {{0}}
do_test func-14.2 {
   catch {
      db function [string repeat X 256] {return "hello"}
   }
} {{1}}

do_test func-15.1 {
   catchsql {select test_error(NULL)}
} {{1 {}}
do_test func-15.2 {
   catchsql {select test_error('this is the error message')}  
} {{1 {this is the error message}}
do_test func-15.3 {
   catchsql {select test_error('this is the error message',12)}   
} {{1 {this is the error message}}
do_test func-15.4 {
db errorcode
} {12}

# Test the quote function for BLOB and NULL values.
do_test func-16.1 {
execsql {
    CREATE TABLE tbl2(a, b);
}
set STMT [sqlite3_prepare $::DB "INSERT INTO tbl2 VALUES(?, ?)" -1 TAIL]
sqlite3_bind_blob $::STMT 1 abc 3
sqlite3_step $::STMT
sqlite3_finalize $::STMT
execsql {
    SELECT quote(a), quote(b) FROM tbl2;
}
} {X'616263' NULL}

# Correctly handle function error messages that include %.  Ticket #1354
#
do_test func-17.1 {
proc testfunc1 args {error "Error %d with %s percents %p"}
db function testfunc1 ::testfunc1
catchsql {
    SELECT testfunc1(1,2,3);
}
} {1 {Error %d with %s percents %p}}

# The SUM function should return integer results when all inputs are integer.
#
do_test func-18.1 {
execsql {
    CREATE TABLE t5(x);
    INSERT INTO t5 VALUES(1);
    INSERT INTO t5 VALUES(-99);
    INSERT INTO t5 VALUES(10000);
    SELECT sum(x) FROM t5;
}
} {9902}
ifcapable floatingpoint {
do_test func-18.2 {
execsql {
    INSERT INTO t5 VALUES(0.0);
    SELECT sum(x) FROM t5;
}
} {9902.0}

# The sum of nothing is NULL.  But the sum of all NULLs is NULL.
# The TOTAL of nothing is 0.0.

#
do_test func-18.3 {
  execsql {
    DELETE FROM t5;
    SELECT sum(x), total(x) FROM t5;
  }
} {{} 0.0}
do_test func-18.4 {
  execsql {
    INSERT INTO t5 VALUES(NULL);
    SELECT sum(x), total(x) FROM t5
  }
} {{} 0.0}
do_test func-18.5 {
  execsql {
    INSERT INTO t5 VALUES(NULL);
    SELECT sum(x), total(x) FROM t5
  }
} {{} 0.0}
do_test func-18.6 {
  execsql {
    INSERT INTO t5 VALUES(123);
    SELECT sum(x), total(x) FROM t5
  }
} {123 123.0}

# Ticket #1664, #1669, #1670, #1674: An integer overflow on SUM causes
# an error. The non-standard TOTAL() function continues to give a helpful
# result.
#
do_test func-18.10 {
  execsql {
    CREATE TABLE t6(x INTEGER);
    INSERT INTO t6 VALUES(1);
    INSERT INTO t6 VALUES(1<<62);
    SELECT sum(x) - ((1<<62)+1) from t6;
  }
} 0
do_test func-18.11 {
  execsql {
    SELECT typeof(sum(x)) FROM t6
  }
} integer
if capable floatingpoint {
do_test func-18.12 {
  catchsql {

```
INSERT INTO t6 VALUES(1<<62);
SELECT sum(x) - ((1<<62)*2.0+1) from t6;
}
}
{1 {integer overflow}}
do_test func-18.13 {
execsql {
SELECT total(x) - ((1<<62)*2.0+1) FROM t6
}
} 0.0
}

ifcapable !floatingpoint {
do_test func-18.12 {
catchsql {
INSERT INTO t6 VALUES(1<<62);
SELECT sum(x) - ((1<<62)*2+1) from t6;
}
}
{1 {integer overflow}}
do_test func-18.13 {
execsql {
SELECT total(x) - ((1<<62)*2+1) FROM t6
}
} 0.0
}

if {
[working_64bit_int]
} {
do_test func-18.14 {
execsql {
SELECT sum(-9223372036854775805);
}
} -9223372036854775805
}
ifcapable compound&&subquery {
do_test func-18.15 {
catchsql {
SELECT sum(x) FROM
(SELECT 9223372036854775807 AS x UNION ALL
SELECT 10 AS x);
}
}
{1 {integer overflow}}
if {
[working_64bit_int]
} {
do_test func-18.16 {
catchsql {
SELECT sum(x) FROM
(SELECT 9223372036854775807 AS x UNION ALL
SELECT -10 AS x);
}
} {0 9223372036854775797}
do_test func-18.17 {
catchsql {
    SELECT sum(x) FROM
        (SELECT -9223372036854775807 AS x UNION ALL
         SELECT 10 AS x);
} {0 -9223372036854775797}
do_test func-18.18 {
    catchsql {
        SELECT sum(x) FROM
            (SELECT -9223372036854775807 AS x UNION ALL
             SELECT -10 AS x);
} {1 {integer overflow}}
do_test func-18.19 {
    catchsql {
        SELECT sum(x) FROM (SELECT 9 AS x UNION ALL SELECT -10 AS x);
} {0 -1}
do_test func-18.20 {
    catchsql {
        SELECT sum(x) FROM (SELECT -9 AS x UNION ALL SELECT 10 AS x);
} {0 1}
do_test func-18.21 {
    catchsql {
        SELECT sum(x) FROM (SELECT -10 AS x UNION ALL SELECT 9 AS x);
} {0 -1}
do_test func-18.22 {
    catchsql {
        SELECT sum(x) FROM (SELECT 10 AS x UNION ALL SELECT -9 AS x);
} {0 1}
}
}

#: if capable compound&&subquery

# Integer overflow on abs()
#
if {{working_64bit_int}} {
do_test func-18.31 {
    catchsql {
        SELECT abs(-9223372036854775807);
} {0 9223372036854775807}
do_test func-18.32 {
    catchsql {
SELECT abs(-9223372036854775807-1);

} {1 {integer overflow}}

# The MATCH function exists but is only a stub and always throws an error.
#
do_test func-19.1 {
  execsql {
    SELECT match(a,b) FROM t1 WHERE 0;
  }
} {}
do_test func-19.2 {
  catchsql {
    SELECT 'abc' MATCH 'xyz';
  }
} {1 {unable to use function MATCH in the requested context}}
do_test func-19.3 {
  catchsql {
    SELECT 'abc' NOT MATCH 'xyz';
  }
} {1 {unable to use function MATCH in the requested context}}
do_test func-19.4 {
  catchsql {
    SELECT match(1,2,3);
  }
} {1 {wrong number of arguments to function match()}}

# Soundex tests.
#
if [[!catch {db eval {SELECT soundex('hello')}}]] {
  set i 0
  foreach {name sdx} {
    euler    E460
    EULER    E460
    Euler    E460
    ellery   E460
    gauss    G200
    ghosh    G200
    hilbert  H416
    Heilbronn H416
    knuth    K530
    kant     K530
    Lloyd    L300
    LADD     L300
    Lukasiewicz L222
    Lissajous L222
    A        A000
    12345    ?000
# Tests of the REPLACE function.

#
do_test func-21.1 {
catchsql {
    SELECT replace(1,2);
}
} {1 {wrong number of arguments to function replace()}}
do_test func-21.2 {
catchsql {
    SELECT replace(1,2,3,4);
}
} {1 {wrong number of arguments to function replace()}}
do_test func-21.3 {
execsql {
    SELECT typeof(replace("This is the main test string", NULL, "ALT"));
}
} {null}
do_test func-21.4 {
execsql {
    SELECT typeof(replace(NULL, "main", "ALT"));
}
} {null}
do_test func-21.5 {
execsql {
    SELECT typeof(replace("This is the main test string", "main", NULL));
}
} {null}
do_test func-21.6 {
execsql {
    SELECT replace("This is the main test string", "main", "ALT");
}
} {{This is the ALT test string}}
do_test func-21.7 {
execsql {
    SELECT replace("This is the main test string", "main", "larger-main");
}
} {{This is the larger-main test string}}
do_test func-21.8 {
execsql {
    SELECT replace("aaaaaaa", "a", "0123456789");
}
ifcapable tclvar {
    do_test func-21.9 {
        # Attempt to exploit a buffer-overflow that at one time existed
        # in the REPLACE function.
        set ::str "[string repeat A 29998]CC[string repeat A 35537]"
        set ::rep [string repeat B 65536]
        execsql {
            SELECT LENGTH(REPLACE($::str, 'C', $::rep));
        }
        [expr 29998 + 2*65536 + 35537]
    }

    # Tests for the TRIM, LTRIM and RTRIM functions.
    #
    do_test func-22.1 {
        catchsql {SELECT trim(1,2,3)}
        [1 {wrong number of arguments to function trim()}
    }
    do_test func-22.2 {
        catchsql {SELECT ltrim(1,2,3)}
        [1 {wrong number of arguments to function ltrim()}
    }
    do_test func-22.3 {
        catchsql {SELECT rtrim(1,2,3)}
        [1 {wrong number of arguments to function rtrim()}
    }
    do_test func-22.4 {
        execsql {SELECT trim('  hi  ')}
        [hi]
    }
    do_test func-22.5 {
        execsql {SELECT ltrim('  hi  ')}
        [hi ]
    }
    do_test func-22.6 {
        execsql {SELECT rtrim('  hi  ')}
        [  hi ]
    }
    do_test func-22.7 {
        execsql {SELECT trim('  hi  ','xyz')}  
        [  hi  ]
    }
    do_test func-22.8 {
        execsql {SELECT ltrim('  hi  ','xyz')}  
        [  hi  ]
    }
    do_test func-22.9 {
        execsql {SELECT rtrim('  hi  ','xyz')}  
        [  hi  ]
    }
    do_test func-22.10 {
        execsql {SELECT trim('xyzzy hi  zzzy','xyz')}  
        [  hi  ]
    }
    do_test func-22.11 {

execsql {SELECT ltrim('xyxzy  hi  zzzy','xyz');} {{  hi  zzzy}}
do_test func-22.12 {
execsql {SELECT rtrim('xyxzy  hi  zzzy','xyz');} {{xyxzy  hi }}
do_test func-22.13 {
execsql {SELECT trim(’ hi ’);} {{  hi  }}
if {[db one {PRAGMA encoding}]=="UTF-8"} {
do_test func-22.14 {
execsql {SELECT hex(trim(x'c280e1bfbff48fbfbf6869','x'6162e1bfbfc280'))} {F48FBF6869}
do_test func-22.15 {
execsql {SELECT hex(trim(x'6869c280e1bfbf48fbfbf61',x'6162e1bfbfc280f48fbfbf'))} {6869}
do_test func-22.16 {
execsql {SELECT hex(trim(x'ceb1ceb2ceb3',x'ceb1'));} {CEB2CEB3}
do_test func-22.20 {
execsql {SELECT typeof(trim(NULL));} {null}
do_test func-22.21 {
execsql {SELECT typeof(trim(NULL,'xyz'));} {null}
do_test func-22.22 {
execsql {SELECT typeof(trim('hello',NULL));} {null}
}
# This is to test the deprecated sqlite3_aggregate_count() API.
# ifcapable deprecated {
do_test func-23.1 {
sqlite3_create_aggregate db
execsql {
    SELECT legacy_count() FROM t6;
}
} {3}
}
# The group_concat() function.
# do_test func-24.1 {
execsql {
    SELECT group_concat(t1) FROM tbl1
}
} {this,program,is,free,software}
do_test func-24.2 {
  execsql {
    SELECT group_concat(t1,' ') FROM tbl1
  }
} {{this program is free software}}
do_test func-24.3 {
  execsql {
    SELECT group_concat(t1,' || rowid || ') FROM tbl1
  }
} {{this 2 program is 4 free software}}
do_test func-24.4 {
  execsql {
    SELECT group_concat(NULL,t1) FROM tbl1
  }
} {{}}
do_test func-24.5 {
  execsql {
    SELECT group_concat(t1,NULL) FROM tbl1
  }
} {{this program is free software}}
do_test func-24.6 {
  execsql {
    SELECT 'BEGIN-||group_concat(t1) FROM tbl1
  }
} {{BEGIN-this, program, is, free, software}}

# Ticket #3179: Make sure aggregate functions can take many arguments.
# None of the built-in aggregates do this, so use the md5sum() from the
# test extensions.
#
unset -nocomplain midargs
set midargs {}
unset -nocomplain midres
set midres {}
unset -nocomplain result
for {set i 1} {$i<[sqlite3_limit db SQLITE_LIMIT_FUNCTION_ARG -1]} {incr i} {
  append midargs '/$i'
  append midres '/$i'
  set result [md5 "this${midres}program${midres}is${midres}free${midres}software${midres}"
  set sql "SELECT md5sum(t1$midargs) FROM tbl1"
  do_test func-24.7.$i {
        db eval $::sql
  } $result
}

# Ticket #3806. If the initial string in a group_concat is an empty
# string, the separator that follows should still be present.
do_test func-24.8 {
  execsql {
    SELECT group_concat(CASE t1 WHEN 'this' THEN '' ELSE t1 END) FROM tbl1
  }
} {.,program,is,free,software}

do_test func-24.9 {
  execsql {
    SELECT group_concat(CASE WHEN t1!='software' THEN '' ELSE t1 END) FROM tbl1
  }
} {,,,,software}

# Ticket #3923. Initial empty strings have a separator. But initial
# NULLs do not.
#
do_test func-24.10 {
  execsql {
    SELECT group_concat(CASE t1 WHEN 'this' THEN null ELSE t1 END) FROM tbl1
  }
} {program,is,free,software}
do_test func-24.11 {
  execsql {
    SELECT group_concat(CASE WHEN t1!='software' THEN null ELSE t1 END) FROM tbl1
  }
} {software}
do_test func-24.12 {
  execsql {
    SELECT group_concat(CASE t1 WHEN 'this' THEN ''
    WHEN 'program' THEN null ELSE t1 END) FROM tbl1
  }
} {,is,free,software}

# Use the test_isolation function to make sure that type conversions
# on function arguments do not effect subsequent arguments.
#
do_test func-25.1 {
  execsql {SELECT test_isolation(t1,t1) FROM tbl1}
} {this program is free software}

# Try to misuse the sqlite3_create_function() interface. Verify that
# errors are returned.
#
do_test func-26.1 {
  abuse_create_function db
} {}
# function name that takes many arguments and always returns NULL. Verify
# that this function works correctly.
#
do_test func-26.2 {
set a {}
for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG} {incr i} {
lappend a $i
}
db eval "
SELECT
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678
9_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
23456789_123456789_123456789_123456789_123456789_123456789_123456789([join $a ,]);
"
} {{}}
do_test func-26.3 {
set a {}
for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG+1} {incr i} {
lappend a $i
}
catchsql "
SELECT
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678
9_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
23456789_123456789_123456789_123456789_123456789_123456789_123456789([join $a ,]);
"
} {1 {too many arguments on function
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678
9_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
23456789_123456789_123456789_123456789_123456789_123456789_123456789}}
do_test func-26.4 {
set a {}
for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG-1} {incr i} {
lappend a $i
}
catchsql "
SELECT
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678
9_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
23456789_123456789_123456789_123456789_123456789_123456789_123456789([join $a ,]);
"
} {1 {wrong number of arguments to function
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678
9_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
23456789_123456789_123456789_123456789_123456789_123456789_123456789()}}
do_test func-26.5 {
catchsql "
SELECT

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nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789

```java
} {1 {no such function:
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789
```

```java
do_test func-26.6 {
catchsql "
SELECT
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789
"
}
```

```java
do_test func-27.1 {
catchsql {SELECT coalesce()}
} {1 {wrong number of arguments to function coalesce()}}
do_test func-27.2 {
catchsql {SELECT coalesce(1)}
} {1 {wrong number of arguments to function coalesce()}}
do_test func-27.3 {
catchsql {SELECT coalesce(1,2)}
} {0 1}
```

# Ticket 2d401994287b5
# Unknown function in a DEFAULT expression causes a segfault.
#
```java
do_test func-28.1 {
db eval {
    CREATE TABLE t28(x, y DEFAULT(nosuchfunc(1)));
}
catchsql {
    INSERT INTO t28(x) VALUES(1);
}
} {1 {unknown function: nosuchfunc()}}
```

# Verify that the length() and typeof() functions do not actually load
# the content of their argument.
#
```java
do_test func-29.1 {
db eval {
    CREATE TABLE t29(id INTEGER PRIMARY KEY, x, y);
```
INSERT INTO t29 VALUES(1, 2, 3), (2, NULL, 4), (3, 4.5, 5);
INSERT INTO t29 VALUES(4, randomblob(1000000), 6);
INSERT INTO t29 VALUES(5, "hello", 7);
}
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT typeof(x), length(x), typeof(y) FROM t29 ORDER BY id}
} {integer 1 integer null {} integer real 3 integer blob 1000000 integer text 5 integer}
do_test func-29.2 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x<5} {set x 1}
set x
} {1}
do_test func-29.3 {
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT typeof(+x) FROM t29 ORDER BY id}
} {integer null real blob text}
if {[permuation] != "mmap"} {
do_test func-29.4 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x>100} {set x many}
set x
} {many}
}
do_test func-29.5 {
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT sum(length(x)) FROM t29}
} {1000009}
do_test func-29.6 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x<5} {set x 1}
set x
} {1}
do_execsql_test func-30.1 {SELECT unicode('$');} 36
do_execsql_test func-30.2 [subst {SELECT unicode('\u00A2');}] 162
do_execsql_test func-30.3 [subst {SELECT unicode('\u20AC');}] 8364
do_execsql_test func-30.4 {SELECT char(36,162,8364);} [subst {$\u00A2\u20AC}]
for {set i 1} {$i<0xd800} {incr i 13} {
do_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}
for {set i 57344} {$i<=0xfffd} {incr i 17} {

}
if {[i==0xfeff] continue
do_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}
for {set i 65536} {$i<=0x10ffff} {incr i 139} {
  do_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}

finish_test

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

# 2006 October 1
#
# The author disclaims copyright to this source code.  In place of
# a legal notice, here is a blessing:
#  
#  May you do good and not evil.
#  May you find forgiveness for yourself and forgive others.
#  May you share freely, never taking more than you give.
#
#*************************************************************************
# This file implements regression tests for SQLite library.  The
# focus of this script is testing the FTS1 module, and in particular
# the Porter stemmer.
#
# $Id: fts1porter.test,v 1.5 2006/10/03 19:37:37 drh Exp $
#  
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS1 is defined, omit this file.
ifcapable !fts1 {
  finish_test
  return
}

# Test data for the Porter stemmer.  The first word of each line
# is the input.  The second word is the desired output.
#
# This test data is taken from http://www.tartarus.org/martin/PorterStemmer/
# There is no claim of copyright made on that page, but you should
# probably contact the author (Martin Porter - the inventor of the
# Porter Stemmer algorithm) if you want to use this test data in a
# commerical product of some kind.  The stemmer code in FTS1 is a
# complete rewrite from scratch based on the algorithm specification
# and does not contain any code under copyright.
#
set porter_test_data {
a        a
  aaron  aaron
  abaissiez abaissiez
  abandon abandon
  abandoned abandon
  abase  abas
  abash  abash
  abate  abat
  abated  abat
  abatement  abat
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# Create a full-text index to use for testing the stemmer.
#
db close
sqlite3 db :memory:
db eval {
  CREATE VIRTUAL TABLE t1 USING fts1(word, tokenize Porter);
}

foreach {pfrom pto} $porter_test_data {
do_test fts1porter-$pfrom {
  execsql {
    DELETE FROM t1_term;
    DELETE FROM t1_content;
    INSERT INTO t1(word) VALUES($pfrom);
    SELECT term FROM t1_term;
  }
} $pto
}

finish_test

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

<a href="copyright.html">public domain</a>. No claim of ownership is made

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

SQLite is high-quality, public domain software. The goal of members can also request their own private, proprietary extensions

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

{string currentfile exch readstring pop}executeonly def

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

/*
 ** CAPI3REF: Configuration Options
 ** KEYWORDS: [configuration option]
 **
 ** These constants are the available integer configuration options that
 ** can be passed as the first argument to the [sqlite3_config()] interface.
 **
 ** New configuration options may be added in future releases of SQLite.
 ** Existing configuration options might be discontinued. Applications
 ** should check the return code from [sqlite3_config()] to make sure that
 ** the call worked. The [sqlite3_config()] interface will return a
 ** non-zero [error code] if a discontinued or unsupported configuration option
 ** is invoked.
 **
 ** <dl>
 **  [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
 **  <dd>There are no arguments to this option. *This option sets the
 **  [threading mode] to Single-thread. In other words, it disables
 **  all mutexing and puts SQLite into a mode where it can only be used
 **  by a single thread. *If SQLite is compiled with
 **  the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 **  it is not possible to change the [threading mode] from its default
 **  value of Single-thread and so [sqlite3_config()] will return
 **  [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
 **  configuration option.</dd>
 **
 **  [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
 **  <dd>There are no arguments to this option. *This option sets the
 **  [threading mode] to Multi-thread. In other words, it disables
 **  mutexing on [database connection] and [prepared statement] objects.
 **  The application is responsible for serializing access to
 **  [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mem_methods] structure. The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GET_MALLOC]] <dt>SQLITE_CONFIG_GET_MALLOC</dt>
** <dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mem_methods] structure. The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^This option takes single argument of type int, interpreted as a
** boolean, which enables or disables the collection of memory allocation
** statistics. ^(When memory allocation statistics are disabled, the
** following SQLite interfaces become non-operational:
** <ul>
** <li> [sqlite3_memory_used()]
** <li> [sqlite3_memory_highwater()]
**<li>[sqlite3_soft_heap_limit64()]**
**<li>[sqlite3_status()]**
**<ul>>**
**^[Memory allocation statistics are enabled by default unless SQLite is compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory allocation statistics are disabled by default.**
**</dd>**

**[[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>**
**<dd>^[This option specifies a static memory buffer that SQLite can use for scratch memory. There are three arguments: A pointer an 8-byte aligned memory buffer from which the scratch allocations will be drawn, the size of each scratch allocation (sz), and the maximum number of scratch allocations (N). The sz argument must be a multiple of 16. The first argument must be a pointer to an 8-byte aligned buffer of at least sz*N bytes of memory. SQLite will use no more than two scratch buffers per thread. So N should be set to twice the expected maximum number of threads. SQLite will never require a scratch buffer that is more than 6 times the database page size. ^If SQLite needs needs additional scratch memory beyond what is provided by this configuration option, then [sqlite3_malloc()] will be used to obtain the memory needed.</dd>**

**[[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>**
**<dd>^[This option specifies a static memory buffer that SQLite can use for the database page cache with the default page cache implementation. This configuration should not be used if an application-define page cache implementation is loaded using the SQLITE_CONFIG_PCACHE2 option. There are three arguments to this option: A pointer to 8-byte aligned memory, the size of each page buffer (sz), and the number of pages (N). The sz argument should be the size of the largest database page (a power of two between 512 and 32768) plus a little extra for each page header. ^The page header size is 20 to 40 bytes depending on the host architecture. ^It is harmless, apart from the wasted memory, to make sz a little too large. The first argument should point to an allocation of at least sz*N bytes of memory. SQLite will use the memory provided by the first argument to satisfy its memory needs for the first N pages that it adds to cache. ^If additional page cache memory is needed beyond what is provided by this option, then SQLite goes to [sqlite3_malloc()] for the additional storage space. The pointer in the first argument must be aligned to an 8-byte boundary or subsequent behavior of SQLite will be undefined.</dd>**

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

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

** 
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^  
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>

** 
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(This option takes two arguments that determine the default
** memory allocation for the lookaside memory allocator on each
** [database connection]. The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^This option sets the
** <i>default</i>/lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** verb to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^</dd>
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>  
** <dd>(This option takes a single argument which is a pointer to  
** an [sqlite3_pcache_methods2] object. This object specifies the interface  
** to a custom page cache implementation.)</dd>  
** 
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>  
** <dd>(This option takes a single argument which is a pointer to an  
** [sqlite3_pcache_methods2] object. SQLite copies of the current  
** page cache implementation into that object.)</dd>  
** 
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>  
** <dd>The SQLITE_CONFIG_LOG option is used to configure the SQLite  
** global [error log].</dd>  
**  
** ([SQLITE_CONFIG_LOG]) option takes two arguments: a pointer to a  
** function with a call signature of void(*)(void*,int,const char*),  
** and a pointer to void. If the function pointer is not NULL, it is  
** invoked by [sqlite3_log()] to process each logging event. If the  
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.  
** The void pointer that is the second argument to SQLITE_CONFIG_LOG is  
** passed through as the first parameter to the application-defined logger  
** function whenever that function is invoked. The second parameter to  
** the logger function is a copy of the first parameter to the corresponding  
** [sqlite3_log()] call and is intended to be a [result code] or an  
** [extended result code]. The third parameter passed to the logger is  
** log message after formatting via [sqlite3_snprintf()].  
** The SQLite logging interface is not reentrant; the logger function  
** supplied by the application must not invoke any SQLite interface.  
** In a multi-threaded application, the application-defined logger  
** function must be threadsafe. </dd>  
** 
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI</dt>  
** <dd>This option takes a single argument of type int. If non-zero, then  
** URI handling is globally enabled. If the parameter is zero, then URI handling  
** is globally disabled. If URI handling is globally enabled, all filenames  
** passed to [sqlite3_open()], [sqlite3_open_v2()], [sqlite3_open16()] or  
** specified as part of [ATTACH] commands are interpreted as URIs, regardless  
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database  
** connection is opened. If it is globally disabled, filenames are  
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the  
** database connection is opened. By default, URI handling is globally  
** disabled. The default value may be changed by compiling with the  
** [SQLITE_USE_URI] symbol defined.</dd>  
** 
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN</dt>  
** <dd>This option takes a single integer argument which is interpreted as  
** a boolean in order to enable or disable the use of covering indices for
full table scans in the query optimizer. The default setting is determined
by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
if that compile-time option is omitted.

The ability to disable the use of covering indices for full table scans
is because some incorrectly coded legacy applications might malfunction
malfunction when the optimization is enabled. Providing the ability to
disable the optimization allows the older, buggy application code to work
without change even with newer versions of SQLite.

[[SQLITE_CONFIG_PCACHE]] [SQLITE_CONFIG_GETPCACHE]]

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

[[SQLITE_CONFIG_SQLLOG]]

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

[[SQLITE_CONFIG_MMAP_SIZE]]

SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
that are the default mmap size limit (the default setting for
[PRAGMA mmap_size]) and the maximum allowed mmap size limit.
The default setting can be overridden by each database connection using
either the [PRAGMA mmap_size] command, or by using the
[SQLITE_FCNTL_MMAP_SIZE] file control. The maximum allowed mmap size
cannot be changed at run-time. Nor may the maximum allowed mmap size
exceed the compile-time maximum mmap size set by the
[SQLITE_MAX_MMAP_SIZE] compile-time option.
If either argument to this option is negative, then that argument is
changed to its compile-time default.
</dl>
*/
<a href="copyright.html">public domain</a> and is thus free for

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

# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
# May you do good and not evil.
# May you find forgiveness for yourself and forgive others.
# May you share freely, never taking more than you give.
#
#*************************************************************************
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS3 module.
#
#$Id: fts3ac.test,v 1.1 2007/08/20 17:38:42 shess Exp $
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS3 is defined, omit this file.
if capable !fts3 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
do_test fts3ac-1.1 {
    db eval {
        CREATE VIRTUAL TABLE email USING fts3([from],[to],subject,body);
        BEGIN TRANSACTION;
        INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com, traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.'
The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

?If the transaction volume on the child is less than half of the parent’s minimum volume no hedge will occur.
?If the transaction volume on the child is more than half the parent’s minimum volume but less than half the volume increment on the parent, the hedge will volume will be the parent’s minimum volume.
?For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

Please see example below:

Parent’s Settings:
Minimum: 5000
Increment: 1000

Volume on Autohedge transaction | Volume Hedged
--- | ---
1 | 24990
2500 - 54995000 | 5000
5500 - 64996000 |

INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com, lisa.king@enron.com, lisa.best@enron.com', 'Leaving Early', 'FYI:
If it’s ok with everyone’s needs, I would like to leave @4pm. If you think you will need my assistance past the 4 o’clock hour just let me know; I’ll be more than willing to stay.');
INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'louise.kitchen@enron.com', ‘<<Concur Expense Document>> - CC02.06.02’, 'The following expense report is ready for approval:

Employee Name: Christopher F. Calger
Status last changed by: Mollie E. Gustafson Ms
Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com');
INSERT INTO email([from],[to],subject,body) VALUES('jeff.duff@enron.com', 'julie.johnson@enron.com', 'Work request', 'Julie,
Could you print off the current work request report by 1:30 today?

Gentlemen,

I’d like to review this today at 1:30 in our office. Also, could you provide me with your activity reports so I can have Julie enter this information.

JD');
INSERT INTO email([from],[to],subject,body) VALUES('v.weldon@enron.com', 'gary.l.carrier@usa.dupont.com, scott.joyce@bankofamerica.com', 'Enron News', 'This could turn into something big.... http://biz.yahoo.com/rf/010129/n29305829.html');
INSERT INTO email([from],[to],subject,body) VALUES('mark.haedicke@enron.com', 'paul.simons@enron.com', 'Re: First Polish Deal!', 'Congrats! Things seem to be building rapidly now on the Continent. Mark');
INSERT INTO email([from],[to],subject,body) VALUES('e..carter@enron.com', 't..robinson@enron.com', 'FW: Producers Newsletter 9-24-2001', '
The producer lumber pricing sheet.
-----Original Message-----
From: Johnson, Jay
Sent:Tuesday, October 16, 2001 3:42 PM
To:Carter, Karen E.
Subject:FW: Producers Newsletter 9-24-2001

-----Original Message-----
From: Daigre, Sergai
Sent:Friday, September 21, 2001 8:33 PM
Subject:Producers Newsletter 9-24-2001

I spoke to Max and he agrees with this approach.

I hope this meets with your approval.

Regards
Delainey

Here is the original memo we discussed earlier. Please provide any information that you may have.

Your cooperation is greatly appreciated.

Thanks,
lachandra.fenceroy@enron.com
713.853.3884
877.498.3401 Pager

-----Original Message-----
From: Bisbee, Joanne  
Sent: Wednesday, September 26, 2001 7:50 AM  
To: Fenceroy, LaChandra  
Subject: FW: Bus Applications Meeting Follow Up  

Lachandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

-----Original Message-----
From: Koh, Wendy  
Sent: Tuesday, September 25, 2001 2:41 PM  
To: Bisbee, Joanne  
Subject: Bus Applications Meeting Follow Up  

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy');

---Original Message-----
From: Fagan, Fran  
Sent: Thursday, December 20, 2001 11:10 AM  
To: McCarty, Danny  
Subject: worksheets  

As discussed, attached are your sheets for bonus and merit.

Thanks,

Fran Fagan  
Sr. HR Rep  
713.853.5219

--- Original Message ---

TEAM,

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.
BERT);
INSERT INTO email([from],[to],subject,body) VALUES('errol.mclaughlin@enron.com', 'john.arnold@enron.com, bilal.bajwa@enron.com, john.griffith@enron.com,'; 'TRV Notification: (NG - PROPT P/L - 09/27/2001)', 'The report named: NG - PROPT P/L <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=11&report_name=NG+- +PROPT+P/L&category_cd=5&category_name=FINANCIAL&toc_hide=1&sTV1=5&TV1Exp=Y&current_efct_date=09/27/2001>, published as of 09/27/2001 is now available for viewing on the website.');
INSERT INTO email([from],[to],subject,body) VALUES('patrice.mims@enron.com', 'calvin.eakins@enron.com', 'Re: Small business supply assistance', 'Hi Calvin
I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our credit guy, Russell Diamond.

Thank for your help!');
INSERT INTO email([from],[to],subject,body) VALUES('legal <.hall@enron.com>', 'stephanie.panus@enron.com', 'Termination update', 'City of Vernon and Salt River Project terminated their contracts. I will fax these notices to you.');</INSERT INTO email([from],[to],subject,body) VALUES('d..steffes@enron.com', 'richard.shapiro@enron.com', 'EES / ENA Government Affairs Staffing & Outside Services', 'Rick --
Here is the information on staffing and outside services. Call if you need anything else.

Jim

');
INSERT INTO email([from],[to],subject,body) VALUES('gelliott@industrialinfo.com', 'pcopello@industrialinfo.com', 'ECAAR (Gavin), WSCT (Diablo Canyon), & NPCC (Seabrook)', 'Dear Power Outage Database Customer,
Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages.
In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks.
Greg Elliott
IIR, Inc.
713-783-5147 x 3481
outages@industrialinfo.com

THE INFORMATION CONTAINED IN THIS E-MAIL IS LEGALLY PRIVILEGED AND CONFIDENTIAL INFORMATION INTENDED ONLY FOR THE USE OF THE INDIVIDUAL OR ENTITY NAMED ABOVE. YOU ARE HEREBY NOTIFIED THAT ANY DISSEMINATION, DISTRIBUTION, OR COPY OF THIS E-MAIL TO UNAUTHORIZED ENTITIES IS STRICTLY PROHIBITED. IF YOU HAVE RECEIVED THIS E-MAIL IN ERROR, PLEASE DELETE IT.
- OUTAGE.dbf
- 111201R.xls
- 111201.xls
');
INSERT INTO email([from],[to],subject,body) VALUES('enron.announcements@enron.com', 'all_ena_egm_eim@enron.com', 'EWS Brown Bag', 'MARK YOUR LUNCH CALENDARS NOW !')
You are invited to attend the EWS Brown Bag Lunch Series

Featuring: RAY BOWEN, COO

Topic: Enron Industrial Markets

Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2

You bring your lunch, Limited Seating
We provide drinks and dessert. RSVP x 3-9610

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know. ii

- About St Pauls.url

');

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>
?
?http://www.stpaulshouston.org/about.html
As discussed in the Winter Operations Meeting on Sept. 29, 2000, E-Gas (Emergency Gas) will not be offered this winter as a service from AGLC. Marketers and Poolers can receive gas via Peaking and IBSS nominations (daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.

INSERT INTO email([from],[to],subject,body) VALUES('dutch.quigley@enron.com', 'rwolkwitz@powermerchants.com', '
Here is a goody for you');

INSERT INTO email([from],[to],subject,body) VALUES('ryan.o’rourke@enron.com', 'k..allen@enron.com, randy.bhatia@enron.com, frank.ermis@enron.com', 'TRV Notification: (West VaR - 11/07/2001)', 'The report named: West VaR <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=36&report_name=West+VaR&category_cd=2&category_name=WEST&toc_hide=1&sTV1=2&TV1Exp=Y&current_efct_date=11/07/2001>, published as of 11/07/2001 is now available for viewing on the website.');

INSERT INTO email([from],[to],subject,body) VALUES('mjones7@txu.com', 'cstone1@txu.com, ggreen2@txu.com, timpowell@txu.com', 'Enron / HPL Actuals for July 10, 2000', 'Teco Tap 10,000 / Enron ;
LS HPL LSK IC 30,000 / Enron

INSERT INTO email([from],[to],subject,body) VALUES('susan.pereira@enron.com', 'kkw816@aol.com', 'soccer practice', 'Kathy-
Is it safe to assume that practice is cancelled for tonight??

Susan Pereira');

INSERT INTO email([from],[to],subject,body) VALUES('mark.whitt@enron.com', 'barry.tycholiz@enron.com', 'Huber Internal Memo', 'Please look at this. I didn’t know how deep to go with the desk. Do you think this works.

INSERT INTO email([from],[to],subject,body) VALUES('m..forney@enron.com', 'george.phillips@enron.com', 'George,
Give me a call and we will further discuss opportunities on the 13st floor.

Thanks,
JMForney
3-7160');

INSERT INTO email([from],[to],subject,body) VALUES('brad.mckay@enron.com', 'angusmcka@aol.com', 'Re: (no subject)', 'not yet');

INSERT INTO email([from],[to],subject,body) VALUES('adam.bayer@enron.com', 'jonathan.mckay@enron.com', 'FW: Curve Fetch File', 'Here is the curve fetch file sent to me. It has plenty of points in it. If you give me a list of which ones you need we may be able to construct a secondary worksheet to vlookup the values.

adam
35227
-----Original Message-----
From: Royed, Jeff
Sent: Tuesday, September 25, 2001 11:37 AM
To: Bayer, Adam
Subject: Curve Fetch File

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed
Enron
Energy Operations
Phone: 713-853-5295

The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:

31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2
23 West_3
25 CIG_WIC

The orientation of the individual reports should be correct. Thanks.

Mat

PS. Just a reminder to add the "*" by the title of calculated points."

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM
To: "Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)"
"<Leila_Mankarious@mhhs.org>, "Marymankarious (E-mail)"
"<marymankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy Mankarious (E-mail)" <Mankarious@aol.com>
cc:

Subject: Egyptian Festival

<<Egyptian Festival.url>>
http://www.egyptianfestival.com/

- Egyptian Festival.url

INSERT INTO email([from],[to],subject,body) VALUES('errol.mclaughlin@enron.com',
'sherry.dawson@enron.com', 'Urgent!!! --- New EAST books', 'This has to be done..........................................

Thanks

---------------------- Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000
08:39 AM ---------------------------

From: William Kelly @ ECT 12/20/2000 08:31 AM

To: Kam Keiser/HOU/ECT@ECT, Darron C Giron/HOU/ECT@ECT, David Baumbach/HOU/ECT@ECT, Errol McLaughlin/Corp/Enron@ENRON
cc: Kimat Singla/HOU/ECT@ECT, Kulvinder Fowler/NA/Enron@ENRON, Kyle R Lilly/HOU/ECT@ECT, Jeff Royed/Corp/Enron@ENRON, Alejandra Chavez/NA/Enron@ENRON, Crystal Hyde/HOU/ECT@ECT

Subject: New EAST books

We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.

New:
Scott Neal :         East Northeast
Dick Jenkins:     East Marketeast

WK

');

INSERT INTO email([from],[to],subject,body) VALUES('david.forster@enron.com', 'eol.wide@enron.com',
'Change to Stack Manager', 'Effective immediately, there is a change to the Stack Manager which will affect any Inactive Child.

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.
This means that if you are inputting a basis price on a Child product, you will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave

"John H Herbert" <jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski" <Vince_J_Kaminski@enron.com>
cc: 
Subject: Light reading - see pieces beginning on page 7

I saw it. Very interesting.

Vince

Cheers and have a nice weekend,

JHHerbert

');

INSERT INTO email([from],[to],subject,body) VALUES('matthew.lenhart@enron.com', 'mmmarcantel@equiva.com', 'RE:', 'i will try to line up a pig for you');

INSERT INTO email([from],[to],subject,body) VALUES('jae.black@enron.com', 'claudette.harvey@enron.com, chaun.roberts@enron.com, judy.martinez@enron.com', 'Disaster Recovery Equipment', 'As a reminder...there are several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment
for you to use.

Thanks for your understanding in this matter.

T.Jae Black
East Power Trading
Assistant to Kevin Presto
off. 713-853-5800
fax 713-646-8272
cell 713-539-4760;

INSERT INTO email([from],[to],subject,body) VALUES('eric.bass@enron.com', 'dale.neuner@enron.com', '5 X 24', 'Dale,

Have you heard anything more on the 5 X 24s? We would like to get this product out ASAP.

Thanks,

Eric);

INSERT INTO email([from],[to],subject,body) VALUES('messenger@smartreminders.com', 'm..tholt@enron.com', '10% Coupon - PrintPal Printer Cartridges - 100% Guaranteed', '[IMAGE]
[IMAGE][IMAGE][IMAGE]

Dear SmartReminders Member,
[IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE]

We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.
SmartReminders.com is a permission based service. To unsubscribe click here.

INSERT INTO email([from],[to],subject,body) VALUES('benjamin.rogers@enron.com', 'mark.bernstein@enron.com', '', 'The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA"s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that, I felt this was the type of info you were looking for. Thanks!
Ben');

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'michelle.cash@enron.com', 'Expense Report Receipts Not Received', 'Employee Name: Michelle Cash Report Name: Houston Cellular 8-11-01 Report Date: 12/13/01 Report ID: 594D37C9ED2111D5B452 Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.');

INSERT INTO email([from],[to],subject,body) VALUES('susan.mara@enron.com', 'ray.alvarez@enron.com, mark.palmer@enron.com, karen.denne@enron.com,', 'CAISO Emergency Motion -- to discontinue market-based rates for', 'FYI. the latest broadside against the generators.

Sue Mara
Enron Corp.
Tel: (415) 782-7802
Fax:(415) 782-7854
----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM ----- "Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM To: ""smara@enron.com""
<smara@enron.com> cc: Subject: CAISO Emergency Motion

Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?

Marcie

http://www.caiso.com/docs/2001/06/08/200106081005526469.pdf ');

INSERT INTO email([from],[to],subject,body) VALUES('fletcher.sturm@enron.com', 'eloy.escobar@enron.com', 'Re: General Brinks Position Meeting', 'Eloy,

Who is General Brinks?

Fletch');
Here are the documents that Peter has prepared for Mark Frevert.

Nailia
---------------------- Forwarded by Nailia Dindarova/LON/ECT on 25/06/2001
16:36 -------------------------

Nailia Dindarova
25/06/2001 15:36
To: Michael Brown/Enron@EUEnronXGate
cc: Ross Sankey/Enron@EUEnronXGate, Eric Shaw/ENRON@EUEnronXGate, Peter
Styles/LON/ECT@ECT

Subject: Documents for Mark Frevert (on EU developments and lessons from
California)

Michael,

These are the documents that Peter promised to give to you for Mark Frevert.
He has now handed them to him in person but asked me to transmit them
electronically to you, as well as Eric and Ross.

Nailia

');
INSERT INTO email([from],[to],subject,body) VALUES('peggy.a.kostial@accenture.com',
'dave.samuels@enron.com', 'EOL-Accenture Deal Sheet', 'Dave -

Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:
  Finalize market analysis to refine business case, specifically
  projected revenue stream
  Complete counterparty surveying, including targeting 3 CPs for letters
  of intent
  Review Enron asset base for potential reuse/ licensing
  Contract negotiations

Joe will come back to us with an updated time line, but it is my
expectation that we are still on the same schedule (we just begun week
three) with possibly a week or so slippage.....contract negotiations will probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)

-- Accenture-dealpoints v2.doc --

INSERT INTO email([from],[to],subject,body) VALUES('thomas.martin@enron.com', 'thomas.martin@enron.com', 'Re: Guadalupe Power Partners LP', '----------------------- Forwarded by Thomas A Martin/HOU/ECT on 03/20/2001 03:49 PM -----------------------

Thomas A Martin
10/11/2000 03:55 PM
To: Patrick Wade/HOU/ECT@ECT
cc:
Subject: Re: Guadalupe Power Partners LP

The deal is physically served at Oasis Waha or Oasis Katy and is priced at either HSC, Waha or Katytailgate GD at buyers option three days prior to NYMEX close.

--

INSERT INTO email([from],[to],subject,body) VALUES('judy.townsend@enron.com', 'dan.junek@enron.com, chris.germany@enron.com', 'Columbia Distribution''s Capacity Available for Release - Sum', '-------------------------- Forwarded by Judy Townsend/HOU/ECT on 03/09/2001 11:04 AM --------------------------

agyodder@nisource.com on 03/08/2001 09:16:57 AM
To: " - *Koch, Kent" <kkoch@nisource.com>, " - *Millar, Debra" <dmillar@nisource.com>, " - *Burke, Lynn" <lburke@nisource.com>
cc: " - *Heckathorn, Tom" <theckathorn@nisource.com>
Subject: Columbia Distribution''s Capacity Available for Release - Sum


Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives listed at the bottom of the attachment.
Aaron Goddard

- 2001Summer.doc

INSERT INTO email([from],[to],subject,body) VALUES('rhonda.denton@enron.com', 'tim.belden@enron.com, dana.davis@enron.com, genia.fitzgerald@enron.com,', 'Split Rock Energy LLC', 'We have received the executed EEI contract from this CP dated 12/12/2000. Copies will be distributed to Legal and Credit.');
INSERT INTO email([from],[to],subject,body) VALUES('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com, crow@millernash.com, michaelearly@earthlink.net,' 'Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email([from],[to],subject,body) VALUES('mike.carson@enron.com', 'rlmichaelis@hormel.com', '', 'Did you come in town this wk end..... My new number at our house is : 713-668-3712...... my cell # is 281-381-7332

the kid');
INSERT INTO email([from],[to],subject,body) VALUES('cooper.richey@enron.com', 'trycooper@hotmail.com', 'FW: Contact Info', '----Original Message-----
From: Punja, Karim
Sent: Thursday, December 13, 2001 2:35 PM
To: Richey, Cooper
Subject: Contact Info

Cooper,

It's been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
e-mail: kpunja@hotmail.com

Take Care,

Karim.

');
INSERT INTO email([from],[to],subject,body) VALUES('bjm30@earthlink.net', 'mcguinn.k@enron.com, mcguinn.ian@enron.com, mcguinn.stephen@enron.com,', 'email address change', 'Hello all.

I haven't talked to many of you via email recently but I do want to give you
my new address for your email file:

bjm30@earthlink.net
I hope all is well.

Brian McGuinn');
INSERT INTO email([from],[to],subject,body) VALUES('shelley.corman@enron.com', 'steve.hotte@enron.com', 'Flat Panels', 'Can you please advise what is going on with the flat panels that we had planned to distribute to our gas logistics team. It was in the budget and we had the okay, but now I’m hearing there is some hold-up & the units are stored on 44.

Shelley');
INSERT INTO email([from],[to],subject,body) VALUES('sara.davidson@enron.com', 'john.schwartzenburg@enron.com, scott.dieball@enron.com, recipients@enron.com;', '2001 Enron Law Conference (Distribution List 2)', '2001 Enron Law Conference
San Antonio, Texas   May 2-4, 2001   Westin Riverwalk

See attached memo for more details!!

? Registration for the law conference this year will be handled through an Online RSVP Form on the Enron Law Conference Website at http://lawconference.corp.enron.com. The website is still under construction and will not be available until Thursday, March 15, 2001.

? We will send you another e-mail to confirm when the Law Conference Website is operational.

? Please complete the Online RSVP Form as soon as it is available and submit it no later than Friday, March 30th.

');
INSERT INTO email([from],[to],subject,body) VALUES('tori.kuykendall@enron.com', 'heath.b.taylor@accenture.com', 'Re:', 'hey - thats funny about john - he definitely remembers him - i’ll call pat and let him know - we are coming on saturday - i just havent had a chance to call you guys back -- looking forward to it -- i probably need the directions again though');
INSERT INTO email([from],[to],subject,body) VALUES('darron.giron@enron.com', 'bryce.baxter@enron.com', 'Re: Feedback for Audrey Cook', 'Bryce,

I'll get it done today.

DG 3-9573
From: Bryce Baxter                     06/12/2000 07:15 PM

To: Darron C Giron/HOU/ECT@ECT
cc:                          Subject: Feedback for Audrey Cook

You were identified as a reviewer for Audrey Cook. If possible, could you complete her feedback by end of business Wednesday? It will really help me in the PRC process to have your input. Thanks.

');

INSERT INTO email([from],[to],subject,body) VALUES('casey.evans@enron.com', 'stephanie.sever@enron.com', 'Gas EOL ID', 'Stephanie,

In conjunction with the recent movement of several power traders, they are changing the names of their gas books as well. The names of the new gas books and traders are as follows:

PWR-NG-LT-SPP: Mike Carson
PWR-NG-LT-SERC: Jeff King

If you need to know their power desk to map their ID to their gas books, those desks are as follows:

EPMI-LT-SPP: Mike Carson
EPMI-LT-SERC: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!
Casey');

INSERT INTO email([from],[to],subject,body) VALUES('darrell.schoolcraft@enron.com', 'david.roensch@enron.com, kimberly.watson@enron.com, michelle.lokay@enron.com', 'Postings', 'Please see the attached.

ds

');

INSERT INTO email([from],[to],subject,body) VALUES('mcominsky@aol.com', 'cpatman@bracepatt.com, james_derrick@enron.com', 'Jurisprudence Luncheon', 'Carrin & Jim --

It was an honor and a pleasure to meet both of you yesterday. I know we will have fun working together on this very special event.

Jeff left the jurisprudence luncheon lists for me before he left on vacation. I wasn’t sure whether he transmitted them to you as well. Would you please advise me if you would like them sent to you? I can email the MS Excel files or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email, or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL’s work. Martin.

Martin B. Cominsky
Director, Southwest Region
Anti-Defamation League
713/627-3490, ext. 122
713/627-2011 (fax)
MCominsky@aol.com;

INSERT INTO email([from],[to],subject,body) VALUES('phillip.love@enron.com', 'todagost@utmb.edu, gbsonnta@utmb.edu', 'New President', 'I had a little bird put a word in my ear. Is there any possibility for Ben Raimer to be Bush’s secretary of HHS? Just curious about that infamous UTMB rumor mill. Hope things are well, happy holidays.
PL');

INSERT INTO email([from],[to],subject,body) VALUES('marie.heard@enron.com', 'ehamilton@fna.com', 'ISDA Master Agreement', 'Erin:
Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your comments.

Marie

Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

');

INSERT INTO email([from],[to],subject,body) VALUES('andrea.ring@enron.com', 'beverly.beaty@enron.com', 'Re: Tennessee Buy - Louis Dreyfus', 'Beverly - once again thanks so much for your help on this.

');

INSERT INTO email([from],[to],subject,body) VALUES('karolyn.criado@enron.com', '.bonin@enron.com, felicia.case@enron.com, b..clapp@enron.com', 'Price List week of Oct. 8-9, 2001', 'Please contact me if you have any questions regarding last weeks prices.'
Thank you,
Karolyn Criado
3-9441

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy

I sent you a fax of Kevin Kolb’s comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)). This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Phillip

I placed the adjusted L/R Balance on the Enronwest site. It is under the ”Staff/Kourtney Nelson”. There are two links:

1) ”Adj L_R” is the same data/format from the weekly strategy meeting.
2) ”New Gen 2001_2002” link has all of the supply side info that is used to calculate the L/R balance -Please note the Data Flag column, a value of ”3” indicates the project was cancelled, on hold, etc and is not
Both of these sheets are interactive Excel spreadsheets and thus you can play around with the data as you please. Also, James Bruce is working to get his gen report on the web. That will help with your access to information on new gen.

Please let me know if you have any questions or feedback.

Kourtney

Kourtney Nelson
Fundamental Analysis
Enron North America
(503) 464-8280
kourtney.nelson@enron.com');
INSERT INTO email([from],[to],subject,body) VALUES('d..thomas@enron.com', 'naveed.ahmed@enron.com', 'FW: Current Enron TCC Portfolio', '"

-----Original Message-----
From: Grace, Rebecca M.
Sent: Monday, December 17, 2001 9:44 AM
To: Thomas, Paul D.
Cc: Cashion, Jim; Allen, Thresa A.; May, Tom
Subject: RE: Current Enron TCC Portfolio

Paul,

I reviewed NY”s list. I agree with all of their contracts numbers and mw amounts.

Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent:Monday, December 17, 2001 9:08 AM
To:Grace, Rebecca M.
Subject:FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.
-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

-----Original Message-----
From: Thomas, Paul D.
Sent: Thursday, December 13, 2001 10:01 AM
To: Baughman, Edward D.
Subject: Current Enron TCC Portfolio

');
INSERT INTO email([from],[to],subject,body) VALUES('stephanie.panus@enron.com', 'william.bradford@enron.com, debbie.brackett@enron.com,', 'Coastal Merchant Energy/El Paso Merchant Energy', 'Coastal Merchant Energy, L.P. merged with and into El Paso Merchant Energy, L.P., effective February 1, 2001, with the surviving entity being El Paso Merchant Energy, L.P. We currently have ISDA Master Agreements with both counterparties. Please see the attached memo regarding the existing Masters and let us know which agreement should be terminated.

Thanks,
Stephanie

');
INSERT INTO email([from],[to],subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE: What about this too???, '

-----Original Message-----
From: Kenne, Dawn C.
Sent: Wednesday, February 06, 2002 11:50 AM
To: Keiser, Kam
Subject: What about this too???

<< File: Netco Trader Matrix.xls >>

');
INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com', 'Centana', 'Talked to Chip. We do need Cash Committe approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks
Debra Perlingiere
Enron North America Corp.
1400 Smith Street, EB 3885
Houston, Texas 77002
dperlin@enron.com
Phone 713-853-7658
Fax  713-646-3490

INSERT INTO email([from],[to],subject,body) VALUES('debra.perlingiere@enron.com', 'jworman@academyofhealth.com', ",'Have a great weekend! Happy Fathers Day!

Description:
Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia &
'CALENDAR ENTRY:APPOINTMENT

Date:1/5/2001
Time:9:00 AM - 10:00 AM (Central Standard Time)

Chairperson:Outlook Migration Team

Detailed Description:');
INSERT INTO email([from],[to],subject,body) VALUES('diana.seifert@enron.com', 'mark.taylor@enron.com', 'Guest access Chile', 'Hello Mark,

Justin Boyd told me that your can help me with questions regarding Chile.
We got a request for guest access through MG.
The company is called Escondida and is a subsidiary of BHP Australia.

Please advise if I can set up a guest account or not.
F.Y.I.: MG is planning to put a "in w/h Chile" contract for Copper on-line as soon as Enron has done the due diligence for this country.
Thanks!

Best regards

Diana Seifert
EOL PCG');
INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'mark.whitt@enron.com', '<Concur Expense Document>> - 121001', 'The Approval status has changed on the following report:

Status last changed by: Barry L. Tycholiz
Expense Report Name: 121001
Report Total: $198.98
Amount Due Employee: $198.98
Amount Approved: $198.98
Amount Paid: $0.00
Approval Status: Approved
Payment Status: Pending

To review this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com/

INSERT INTO email([from],[to],subject,body) VALUES('kevin.hyatt@enron.com', '', 'Technical Support', 'Outside the U.S., please refer to the list below:

Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com

New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.');
INSERT INTO email([from],[to],subject,body) VALUES('geoff.storey@enron.com', 'dutch.quigley@enron.com', 'RE:', 'duke contact?

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 10:14 AM
To: Storey, Geoff
Subject: RE:

bp corpAlbert LaMore281-366-4962

running the reports now

-----Original Message-----
From: Storey, Geoff
Sent: Wednesday, October 31, 2001 10:10 AM
To: Quigley, Dutch
Subject: RE:

give me a contact over there too
BP

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 9:42 AM
To: Storey, Geoff
Subject:

Coral
Jeff Whitnah 713-767-5374
Reliant
Steve McGinn 713-207-4000);

| VALUES('pete.davis@enron.com', 'pete.davis@enron.com', 'Start Date: 4/22/01; HourAhead hour: 3;  <CODESITE>', 'Start Date: 4/22/01; HourAhead hour: 3;  No ancillary schedules awarded. 
Variance detected.
Variance detected in Load schedule.

LOG MESSAGES:

PARSING FILE -->> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----

Variance found in table tblLoads.

TRANS_TYPE: FINAL
LOAD_ID: PGE4
MKT_TYPE: 2
TRANS_DATE: 4/22/01
SC_ID: EPMI

');

INSERT INTO email([from],[to],[subject],[body]) VALUES('john.postlethwaite@enron.com', 'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to get everything in order just in case something happens.

John');

INSERT INTO email([from],[to],[subject],[body]) VALUES('jeffrey.shankman@enron.com', 'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the shower). I have had a shitty week--I suspect my silence (not only to you, but others) after our phone call is a result of the week. I'm seeing Glen at 11:15...talk to you');

INSERT INTO email([from],[to],[subject],[body]) VALUES('litebytz@enron.com', '', 'Lite Bytz RSVP', 'This week's Lite Bytz presentation will feature the following TOOLZ speaker:

---
Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday, June 5, 2001.

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.

http://home.enron.com:84/messaging/litebytztoolzprint.jpg';
  COMMIT;
} {}
 execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark -susan'
 }{6 17 25 38 42 73 74}
do_test fts3ac-1.8 {
   execsql {
      SELECT rowid FROM email WHERE email MATCH '-mark susan'
    }{24}
do_test fts3ac-1.9 {
   execsql {
      SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
   }{6 17 24 25 38 40 42 73 74}
}

 # Some simple tests of the automatic "offsets(email)" column. In the sample data set above, only one message, number 20, contains the words "gas" and "reminder" in both body and subject.
 #
 do_test fts3ac-2.1 {
   execsql {
      SELECT rowid, offsets(email) FROM email
      WHERE email MATCH 'gas reminder'
   }{20 {2 0 42 3 2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
do_test fts3ac-2.2 {
   execsql {
      SELECT rowid, offsets(email) FROM email
      WHERE email MATCH 'subject:gas reminder'
   }{20 {2 0 42 3 2 1 54 8 3 1 54 8}}
do_test fts3ac-2.3 {
   execsql {
      SELECT rowid, offsets(email) FROM email
      WHERE email MATCH 'body:gas reminder'
   }{20 {2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
do_test fts3ac-2.4 {
   execsql {
      SELECT rowid, offsets(email) FROM email
      WHERE subject MATCH 'gas reminder'
   }{20 {2 0 42 3 2 1 54 8}}
do_test fts3ac-2.5 {
   execsql {
      SELECT rowid, offsets(email) FROM email
      WHERE body MATCH 'gas reminder'
   }
do_test fts3ac-3.1 {
execsql {
   SELECT rowid, offsets(email) FROM email
   WHERE body MATCH 'child product' AND +rowid=32
}
} {32 \{3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7\}}
do_test fts3ac-3.2 {
execsql {
   SELECT rowid, offsets(email) FROM email
   WHERE body MATCH "child product"
}
} {32 \{3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7\}}

# Snippet generator tests

do_test fts3ac-4.1 {
execsql {
   SELECT snippet(email) FROM email
   WHERE email MATCH 'subject:gas reminder'
}
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b> Request <b>Reminder</b>}}
do_test fts3ac-4.2 {
execsql {
   SELECT snippet(email) FROM email
   WHERE email MATCH 'christmas candlelight'
}
} {{<b>...</b>here <b>Christmas</b> eve?? They have an 11:00 a.m. service and a <b>candlelight</b>/ service<b>...</b>}}
do_test fts3ac-4.3 {
execsql {
   SELECT snippet(email) FROM email
   WHERE email MATCH 'deal sheet potential reuse'
}
} {{EOL-Accenture <b>Deal</b> <b>Sheet</b>/ licensing
   asset base for <b>potential</b>/ <b>reuse</b>/ Contract negotiations
   }}
do_test fts3ac-4.4 {
execsql {
   SELECT snippet(email,'<<<','>>>',' ') FROM email
   WHERE email MATCH 'deal sheet potential reuse'
}
} {{EOL-Accenture <<<Deal>>> <<<Sheet>>> asset base for <<<potential>>> <<<reuse>>>/ licensing

# Document 32 contains 5 instances of the world "child". But only 3 of them are paired with "product". Make sure only those instances that match the phrase appear in the offsets(email) list.

#
Contract negotiations }

do_test fts3ac-4.5 {
  execsql {
    SELECT snippet(email,'<<','>>',' ') FROM email
    WHERE email MATCH 'first things'
  }
}

{{Re: <<<First>>> Polish Deal! Congrats! <<<Things>>> seem to be building rapidly now }}

do_test fts3ac-4.6 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'chris is here'
  }
}

{{<b>...</b><b>chris</b>.germany@enron.com" <<<b>chris</b><b>...</b><b>bet this</b><b>is</b><b>next</b> to<b>...</b><b>about going</b><b>these</b> Christmas
eve<b>...</b><b>]]></b>

do_test fts3ac-4.7 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH """pursuant to""
  }
}

{{Erin:
<br>Pursuant</b><b>to</b> your request, attached are the Schedule to the ISDA Master Agreement, together<b>...</b><b>]]></b>

do_test fts3ac-4.8 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'ancillary load davis'
  }
}

{{<b>...</b><b>davis</b>@enron.com<b>...</b><b>3</b>; No <b>ancillary</b><b>...</b>detected in <b>Load</b><b>...</b>schedule.

LOG<b>...</b><b>]]></b>

# Combinations of AND and OR operators:
#

do_test fts3ac-5.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'questar enron OR com'
  }
}

{{<b>...</b><b>enron</b><b>...</b><b>com</b>...<b>3</b>! Keystone Receipts
15 <b>...</b>Pipeline
40 Rockies<b>...</b><b>]]></b>

do_test fts3ac-5.2 {
  execsql {
    SELECT snippet(email) FROM email
  }
}
WHERE email MATCH 'enron OR com questar'
}

WHERE email MATCH 'enron OR com QUESTAR'
}

# Test a problem reported on the mailing list.
#
do_test fts3ac-6.1 {
  execsql {
    CREATE VIRTUAL TABLE ft USING fts3(one, two);
    INSERT INTO ft VALUES('', 'foo');
    INSERT INTO ft VALUES('foo', 'foo');
    SELECT offsets(ft) FROM ft WHERE ft MATCH 'foo';
  }
} {{1 0 0 3} {0 0 3 1 0 0 3}}
do_test fts3ac-6.2 {
  execsql {
    DELETE FROM ft WHERE one = 'foo';
    SELECT offsets(ft) FROM ft WHERE ft MATCH 'foo';
  }
} {{1 0 0 3}}

finish_test

Found in path(s):
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* /opt/ws_local/PERMITS_SQL/1049079049_1591308668.43/0/sqlite-3.7.17-8.el7_7.1-1.src.rpm-cosi-expand-
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1.245 setup 2.8.71-11.el7

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1.246 bouncy-castle 1.62

1.247 elfutils 0.176 4.el7

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Version 3, 29 June 2007

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1.251 resourcelocator 1.0.1

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    jar/com/google/errorprone/annotations/FormatMethod.java
  * /opt/cola/permits/1028387514_1607186847.25/0/error-prone-annotations-2-2-0-sources-2-
    jar/com/google/errorprone/annotations/FormatString.java
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  * /opt/cola/permits/1028387514_1607186847.25/0/error-prone-annotations-2-2-0-sources-2- jar/com/google/errorprone/annotations/CompileTimeConstant.java
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1.258 cpp 4.8.5 39.el7

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

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

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

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HISTORY -

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

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

Some other contributors:

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The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.
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Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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Version 2.1, February 1999

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* m4/ax_func_whicht_gethostbyname_r.m4

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its purpose remains meaningful.

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

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form.
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medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
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Section 6 states terms for distribution of such executables.

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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
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functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
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whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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---

"Installing and getting license works":

## current license version

- do:
  license.post:
    acknowledge: true
    body: |
        "licenses": ["uid":"3aa62ffe-36e1-4fad-bfde-9df8301eb22","type":"trial","issue_date_in_millis":1523456691721,"max_nodes":5,"issued_to":"customer","issuer":"elasticsearch","signature":"AAAAAMAAAAA2KWNvuc+D0fhlMrnYZKA
AABAE6ffGy2VxKBe2T3D5hfh56zkZQODO
C0dhfr0y2d17ZSJIMZDrqQ7zywPCWN1a33GhIHkTER0ysML0xMH/gXavhyRvMBnJj0UBKzuwzTawSnx
YtcnQ8mSBlvJ7Cki+JSpALC22Z9pfnRlqwXqBtwytYn6qmzgu9DKeOWru/6pTP0bo7jceP18VTk6nWfen7/h
CDFQTFUZ0Qvd+mq7A1PaChGNxGfdBVMvAXC3gGWkRt3c09/vagroXisNyhsP9mN7gwswBAkIAlFr
H2EXhYbfOspBvUmmHYmgErLg1k3/CbS0pCWLKOaX1xTMayosdZ0jagU3auZXY=","start_date_in_millis":-1}]

---
match: { license_status: "valid" }

do:
  license.get: {}

## the rest API defaults to a v4 license output with 11 attributes
- length: { license: 11 }

## bwc for licenses format
- do:
  license.post:
    acknowledge: true
    body: |
    {"licenses": [{"uid":"893361dc-9749-4997-93cb-802e3d7fa48a"}]

- match: { license_status: "valid" }
- do:
  license.get: {}

## license version: 1.x
- do:
  license.post:
    acknowledge: true
    body: |
    {"licenses": [{"uid":"893361dc-9749-4997-93cb-802e3d7fa48a"}]

Open Source Used In Connected-Pharma 1.10.7 - Apachelog4j Vulnerability fix - right image - kafka-connect 4095
match: { license_status: "valid" }

do:
  license.get: {}

length: { license: 11 }

## multiple licenses version: 1.x

do:
  license.post:
    acknowledge: true
    body: |
      
## multiple licenses version: 1.x

do:
  license.post:
    acknowledge: true
    body: |
      

- match: { license_status: "valid" }
  
do:
  license.get: {}

- length: { license: 11 }
- match: { license.uid: "893361dc-9749-4997-93cb-802e3dofh7aa" }

"Should revert back to basic license after license deletion":
- do:
  license.delete: {}

- match: { acknowledged: true }
  
do:
  license.get: {}

- set: { license.type: "basic" }
- match: { license.uid: $id }

- do: # delete an existing basic license is a no-op
  license.delete: {}
  
do:
  license.get: {}

- match: { license.uid: id }

"Should install a feature type license":

# VERSION_NO_FEATURE_TYPE license version
- do:
  license.post:
    acknowledge: true
    body: |
      "license": {"uid":"893361dc-9749-4997-93cb-802e3d7fa4a8","type":"gold","issue_date_in_millis":1411948800000,"expiry_date_in_millis":1914278399999,"max_nodes":1,"issued_to":"issued_to","issuer":"issuer","signature":"AAAAAgAAAA3U8+YmnvwC+CWsV/mRAABmC9aZDBGYnVyRXpCOW5Bb3FjZDAXOWpSBtvOMVZwUzRxVkJPSmkxakxZdW5ImhlTHNoN1N2XMvRFk4d3JTZEexR3RRZ0pzU3lobWJkZnQySEFvauppTHBkWkprZWZQI91NmRQNW1SlpL0NIdalZC
acknowledge: true

- match: { error.root_cause.0.reason: 'The license must be provided in the request body' }

"Current license is trial means not eligible to start trial":

- do:
  license.get_trial_status: {}

- match: { eligible_to_start_trial: false }

- do:
  license.post_start_basic:
    acknowledge: true

- match: { basic_was_started: true }

- do:
  license.get_trial_status: {}

- match: { eligible_to_start_trial: false }

- do:
  catch: forbidden
  license.post_start_trial:
    acknowledge: true

- match: { trial_was_started: false }
- match: { error_message: "Operation failed: Trial was already activated." }

"Trial license cannot be basic":

- do:
  catch: bad_request
  license.post_start_trial:
    type: "basic"
    acknowledge: true

"Can start basic license if do not already have basic":

- do:
  license.get_basic_status: {}

- match: { eligible_to_start_basic: true }

- do:
  license.post_start_basic:
    acknowledge: true

- match: { basic_was_started: true }
- match: { acknowledged: true }

- do:
  license.get_basic_status: {}  

- match: { eligible_to_start_basic: false }

- do:
  catch: forbidden
  license.post_start_basic: {} 

- match: { basic_was_started: false }
- match: { acknowledged: true }
- match: { error_message: "Operation failed: Current license is basic." }

---

"Must acknowledge to start basic":
- do:
  license.post_start_basic: {} 

- match: { basic_was_started: false }
- match: { acknowledged: false }
- match: { error_message: "Operation failed: Needs acknowledgement." }

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    acknowledge: true
    body: |
    
    ["licenses":[{"uid":"3aa62ffe-36e1-4fad-bfcd-9ddff8301eb2","type":"trial","issue_date_in_millis":1523456691721,"expiry_date_in_millis":1838816691721,"max_nodes":5,"issued_to":"customer","issuer":"elasticsearch","signature":"AAAABAAAAAAkWNcuc+DT0rlmYZKAAAIAo5/x6hrsGhiGqrrJmy4qgmEC7gK0U4zQ6q5ZEHmhm4jAAABAEEn6vf9y2VxKBU2T3Dhff56koQQODCODhir0y2d17ZSIJMRZq07ZywPCWNS1aR33GhflHkTER0ysML0xMH/gXavhyRvMBndJj0UBKzwupTawSnxYtcqN8mSIvJC7Ki+u1SpAILCZ2P9fnlRgwXqBIywYn7xZgu9DKrOWRu/spTPObo7jcePI8VTK6nWFe7/hCFDQTUFZ0jQvd+ns7AIAPacHGNxGfdhMVmAXCxGmkrhtF3cIo9/vadgo+isNyh1sPq9mN7gswsBAKtA1FrpH2EXYYbfOsSpBvmhYMgErlGlk3/CbS0pCWLKOaX1xTMayosdZOjagU3auZXY="/","start_date_in_millis":-1}]

---
"Installing enterprise license":

## current license version
- do:
  license.post:
    acknowledge: true
    body: |
    
    ["license":{"uid":"6e57906b-a8d1-4c1f-acb7-73a16dec3934","type":"enterprise","issue_date_in_millis":1523456691721,"expiry_date_in_millis":1838816691721,"max_nodes":null,"max_resource_units":50,"issued_to":"rest-test","issuer":"elasticsearch","signature":"AAAABQAAAA0sKPJdf9T6DltbXVJKAAAIAo5/x6hrsGrh1GqrJmy4qgmEC7gK0U4zQ6q5ZEHmh4jAAABAKFChrix7/w+xPG14+wddhd1lRmpDmXmhF1leu133Ahr1mOUYZ30eRe6GZah7CnK8BQhq+rz6l3c7JepWlvwDSgkOvXWHLHrJn7YSCrrz1bism0ZHWw7Swb9DO7vePomVBo/Hm9+eX0pV4/cfQNMmFbxA11tqZYZBE06sNASVAFL7a1ZcVoB2evweGU9pUQyFvmyzzySf99miDo3NHI0XYdownEtdoNgFfmaq4+kOP7ornmRZ1h9jshsD0i30RX/DTDXQKW+XoREnOHC0oAJFxwic1quaQAOq1H6+P2OZGr2sIPU97OVEU9kulm+E+jiVW3LwGheOXsUOd1B8Mpo="/","start_date_in_millis":-1}]

- match: { license_status: "valid" }
## a v4 (7.X compatible) license object has 11 attributes
- length: { license: 11 }

## by default the enterprise license is "platinum", and return "max_nodes"
- match: { license.type: "platinum" }
- match: { license.max_nodes: 50 }

- do:
  license.get:
    accept_enterprise: true

## a v5 license object has 12 attributes
- length: { license: 12 }

## opt-in to return real enterprise type
- match: { license.type: "enterprise" }
- match: { license.max_resource_units: 50 }
- match: { license.max_nodes: null }

- do:
  license.get:
    accept_enterprise: false

## a v4 license object has 11 attributes
- length: { license: 11 }

## opt-out of real enterprise type
- match: { license.type: "platinum" }
- match: { license.max_nodes: 50 }

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=== Delete license API

This API enables you to delete licensing information.

```console
DELETE /_license
```

When your license expires, {xpack} operates in a degraded mode. For more information, see {kibana-ref}/managing-licenses.html#license-expiration[License expiration].

You must have `manage` cluster privileges to use this API.

The following example queries the info API:

```console
```
When the license is successfully deleted, the API returns the following response:

```javascript
{
"acknowledged": true
}
```

The license can be deleted using the `deleteLicense()` method:

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute]
```

The returned `DeleteLicenseResponse` contains the `acknowledged` flag, which returns true if the request was processed by all nodes.

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-response]
```

Check the acknowledge flag. It should be true if license deletion is acknowledged.

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute-async]
```

This request can be executed asynchronously:
the execution completes

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.

A typical listener for `DeleteLicenseResponse` looks like:

```java
"source","java",subs="attributes,callouts,macros"
--------------------------------------------------
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute-listener]
--------------------------------------------------
<1> Called when the execution is successfully completed. The response is provided as an argument
<2> Called in case of failure. The raised exception is provided as an argument

Nimbus OAuth 2.0 SDK with OpenID Connect extensions

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers, as well as supported
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in some artifacts (usually source distributions); but is always available
from the source code management (SCM) system project uses.
[role="xpack"]
[tevent="basic"]
[[update-license]]

==== Update license API

PUT _license

POST _license

Updates the license for your {es} cluster.

[[update-license-api-request]]

==== {api-request-title}

'PUT _license'

'POST _license'
If `{es}` `{security-features}` are enabled, you need `manage` cluster privileges to install the license.

If `{es}` `{security-features}` are enabled and you are installing a gold or platinum license, you must enable TLS on the transport networking layer before you install the license. See <<configuring-tls>>.

You can update your license at runtime without shutting down your nodes. License updates take effect immediately. If the license you are installing does not support all of the features that were available with your previous license, however, you are notified in the response. You must then re-submit the API request with the `acknowledge` parameter set to `true`.

For more information about the different types of licenses, see https://www.elastic.co/subscriptions.

`acknowledge`:
(Optional, boolean)
Specifies whether you acknowledge the license changes. The default value is `false`.

`licenses`:
(Required, array)
A sequence of one or more JSON documents containing the license information.

The following example updates to a basic license:

```
PUT _license
{
  "licenses": [

```
NOTE: These values are invalid; you must substitute the appropriate content from your license file.

You can also install your license file using a `curl` command. Be sure to add `@` before the license file path to instruct curl to treat it as an input file.

```shell
curl -XPUT -u <user> 'http://<host>:<port>/_license' -H "Content-Type: application/json" -d @license.json
```

On Windows, use the following command:

```shell
Invoke-WebRequest -uri http://<host>:<port>/_license -Credential elastic -Method Put -ContentType "application/json" -InFile .\license.json
```

In these examples,

* `\<user>\` is a user ID with the appropriate authority.
* `\<host>\` is the hostname of any node in the `{es}` cluster (`localhost` if executing locally)
* `\<port>\` is the http port (defaults to `9200`)
* `\license.json\` is the license JSON file

NOTE: If your `{es}` node has SSL enabled on the HTTP interface, you must start your URL with `https://`

If you previously had a license with more features than the basic license, you receive the following response:
To complete the update, you must re-submit the API request and set the `acknowledge` parameter to `true`. For example:

```
PUT _license?acknowledge=true
```
curl -XPUT -u elastic 'http://<host>:<port>/_license?acknowledge=true' -H "Content-Type: application/json" -d @license.json

// NOTCONSOLE

For more information about the features that are disabled when your license expires, see
{kibana-ref}/managing-licenses.html#license-expiration[License expiration].
[role="xpack"]
[[license-settings]]
=== License settings

You can configure this licensing setting in the `elasticsearch.yml` file. For more information, see
{stack-ov}/license-management.html[License management].

`xpack.license.self_generated.type`:
Set to `basic` (default) to enable basic `{xpack}` features. +
+--
-- If set to `trial`, the self-generated license gives access only to all the features of a x-pack for 30 days. You can later downgrade the cluster to a basic license if needed.
--

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analysis/common/src/resources/org/apache/lucene/analysis/snowball
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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[role="xpack"]
[testenv="basic"]
[[get-license]]
=== Get license API
++++
<titleabbrev>Get license</titleabbrev>
++++

This API enables you to retrieve licensing information.
==== Request

`GET /_license`

==== Description

This API returns information about the type of license, when it was issued, and when it expires, for example.

For more information about the different types of licenses, see https://www.elastic.co/subscriptions.

==== Query Parameters

`local`:
(Boolean) Specifies whether to retrieve local information. The default value is "false", which means the information is retrieved from the master node.

==== Authorization

You must have `monitor` cluster privileges to use this API.
For more information, see <<security-privileges>>.

==== Examples

The following example provides information about a trial license:

[source,console]
-------------------------------
GET /_license
-------------------------------

[source,console-result]
-------------------------------
{
  "license" : {
    "status" : "active",
    "uid" : "cbff45e7-c553-41f7-ae4f-9205eabd80xx",
    "type" : "trial",
    "issue_date" : "2018-10-20T22:05:12.332Z",
    "issue_date_in_millis" : 1540073112332,
}
"expiry_date" : "2018-11-19T22:05:12.332Z",
"expiry_date_in_millis" : 1542665112332,
"max_nodes" : 1000,
"issued_to" : "test",
"issuer" : "elasticsearch",
"start_date_in_millis" : -1
}
}

//--------------------------------------------------

// TESTRESPONSE[s/"cbff45e7-c553-41f7-ae4f-9205eabd80xx"/$body.license.uid/]
// TESTRESPONSE[s/"basic"/$body.license.type/]
// TESTRESPONSE[s/"2018-10-20T22:05:12.332Z"/$body.license.issue_date/]
// TESTRESPONSE[s/1540073112332/$body.license.issue_date_in_millis/]
// TESTRESPONSE[s/"2018-11-19T22:05:12.332Z"/$body.license.expiry_date/]
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***The art of simplicity is a puzzle of complexity.***

## Overview ##

[YAML](http://yaml.org) is a data serialization format designed for human readability and interaction with scripting languages.

SnakeYAML is a YAML processor for the Java Virtual Machine.

## SnakeYAML features ##

* a **complete** [YAML 1.1 processor](http://yaml.org/spec/1.1/current.html). In particular, SnakeYAML can parse all examples from the specification.
* Unicode support including UTF-8/UTF-16 input/output.
* high-level API for serializing and deserializing native Java objects.
* support for all types from the [YAML types repository](http://yaml.org/type/index.html).
* relatively sensible error messages.

## Info ##
* [Changes](https://bitbucket.org/asomov/snakeyaml/wiki/Changes)
* [Documentation](https://bitbucket.org/asomov/snakeyaml/wiki/Documentation)

## Contribute ##
* Mercurial DVCS is used to dance with the [source code](https://bitbucket.org/asomov/snakeyaml/src).
* If you find a bug in SnakeYAML, please [file a bug report](https://bitbucket.org/asomov/snakeyaml/issues?status=new&status=open).
* You may discuss SnakeYAML at [the mailing list](http://groups.google.com/group/snakeyaml-core).

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[[java-rest-high-get-license]]
=== Get License

[[java-rest-high-get-license-execution]]
==== Execution

The license can be added or updated using the `getLicense()` method:

["source","java",subs="attributes,callouts,macros"]
------------------------------------------------------------------------------------------------------------------
include-tagged:::{doc-tests}/LicensingDocumentationIT.java[get-license-execute]
------------------------------------------------------------------------------------------------------------------

[[java-rest-high-get-license-response]]
==== Response

The returned `GetLicenseResponse` contains the license in the JSON format.

["source","java",subs="attributes,callouts,macros"]
------------------------------------------------------------------------------------------------------------------
include-tagged:::{doc-tests}/LicensingDocumentationIT.java[get-license-response]
------------------------------------------------------------------------------------------------------------------
<1> The text of the license.

[[java-rest-high-get-license-async]]

==== Asynchronous Execution

This request can be executed asynchronously:

["source","java",subs="attributes,callouts,macros"]

include-tagged:::{doc-tests}/LicensingDocumentationIT.java[get-license-execute-async]

<1> The `GetLicenseRequest` to execute and the `ActionListener` to use when the execution completes

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.

A typical listener for `GetLicenseResponse` looks like:

["source","java",subs="attributes,callouts,macros"]

include-tagged:::{doc-tests}/LicensingDocumentationIT.java[get-license-execute-listener]

<1> Called when the execution is successfully completed. The response is provided as an argument
<2> Called in case of failure. The raised exception is provided as an argument

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Update License

Execution

The license can be added or updated using the `putLicense()` method:

```
include-tagged::{doc-tests}/LicensingDocumentationIT.java[put-license-execute]
```

1. Set the categories of information to retrieve. The default is to return no information which is useful for checking if {xpack} is installed but not much else.
2. A JSON document containing the license information.

Response

The returned `PutLicenseResponse` contains the `LicensesStatus`, `acknowledged` flag and possible acknowledge messages. The acknowledge messages are present if you previously had a license with more features than one you are trying to update and you didn't set the `acknowledge` flag to `true`. In this case you need to display the messages to the end user and if they agree, resubmit the license with the `acknowledge` flag set to `true`. Please note that the request will still return a 200 return code even if requires an acknowledgement. So, it is necessary to check the `acknowledged` flag.

```
include-tagged::{doc-tests}/LicensingDocumentationIT.java[put-license-response]
```

1. The status of the license
2. Make sure that the license is valid.
3. Check the acknowledge flag. It should be true if license is acknowledged.
4. Otherwise we can see the acknowledge messages in `acknowledgeHeader()` and check component-specific messages in `acknowledgeMessages()`.

Asynchronous Execution

This request can be executed asynchronously:

```
include-tagged::{doc-tests}/LicensingDocumentationIT.java[put-license-execute-async]
```

This request can be executed asynchronously:
The `PutLicenseRequest` to execute and the `ActionListener` to use when the execution completes

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.

A typical listener for `PutLicenseResponse` looks like:

```java
["source","java",subs="attributes,callouts,macros"]
```

----------------------------------
include-tagged:::[doc-tests]/LicensingDocumentationIT.java[put-license-execute-listener]
----------------------------------

<1> Called when the execution is successfully completed. The response is provided as an argument

<2> Called in case of failure. The raised exception is provided as an argument

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
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analysis/common/src/java/org/apache/lucene/analysis/es/SpanishMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
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Apache Extras for Apache log4j.

From: 'an unknown organization'
- geronimo-jms_1.1_spec  org.apache.geronimo.specs:geronimo-jms_1.1_spec:jar:1.0

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1.261 metrics-core 2.2.0

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* /opt/cola/permits/1145440743_1616178883.36/0/metrics-core-2-2-0-sources-5-jar/com/yammer/metrics/stats/ThreadLocalRandom.java

1.262 t-digest 3.2

1.263 netty-resolver 4.1.42.Final

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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/HostsFileEntriesResolver.java
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  jar/io/netty/resolver/HostsFileParser.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/RoundRobinInetAddressResolver.java

1.264 pyxattr 0.5.1 5.el7
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If your document contains nontrivial examples of program code, we
recommend releasing these examples in parallel under your choice of
free software license, such as the GNU General Public License,
to permit their use in free software.

@c Local Variables:
@c ispell-local-pdict: "ispell-dict"
@c End:

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Version 2, June 1991

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

Preamble

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

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

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

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

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

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)
"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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

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

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

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

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

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entire whole, and thus to each and every part regardless of who wrote
it.

Thus, it is not the intent of this section to claim rights or contest
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exercise the right to control the distribution of derivative or
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In addition, mere aggregation of another work not based on the Library
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Once this change is made in a given copy, it is irreversible for
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This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

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

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

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

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

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

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

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

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b) Give prominent notice with the combined library of the fact
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the version number 2.1.]

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

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

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

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.
When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

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

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

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

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

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

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

   a) The modified work must itself be a software library.
b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.
Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

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

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

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

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

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  jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java
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  jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/PemValue.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/flush/package-info.java
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/AbstractSniHandler.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/ocsp/package-info.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/Conscrypt.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/Java9SslUtils.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/Java9SslEngine.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
1.274 simpleclient 0.6.0

1.275 kafka-streams-examples 2.4.0

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1.276 kafka-streams 2.4.0

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1.278 slf4j 1.7.28

1.279 keycloak-core 10.0.0

1.279.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources.jar/org/keycloak/representations/idm/UserSessionRepresentation.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/representations/idm/ProfileInfoRepresentation.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/representations/account/ConsentScopeRepresentation.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/jose/jwe/enc/AesGcmEncryptionProvider.java

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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/jose/jwe/alg/KeyEncryptionJWEAlgorithmProvider.java

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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/representations/adapters/config/PolicyEnforcerConfig.java

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1.280 coreutils 8.22 24.el7

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/* chown-core.c -- core functions for changing ownership.
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/* Extracted from chown.c/chgrp.c and librarified by Jim Meyering. */

#include <config.h>
#include <stdio.h>
#include <sys/types.h>
#include <pwd.h>
#include <grp.h>

#include "system.h"
#include "chown-core.h"
#include "error.h"
#include "ignore-value.h"
#include "quote.h"
#include "root-dev-ino.h"
#include "xfts.h"

#define FTSENT_IS_DIRECTORY(E)\
  ((E)->fts_info == FTS_D\
   || (E)->fts_info == FTS_DC\
   || (E)->fts_info == FTS_DP\
   || (E)->fts_info == FTS_DNR)

enum RCH_status
{
  /* we called fchown and close, and both succeeded */
  RC_ok = 2,
extern void
chopt_init (struct Chown_option *chopt)
{
  chopt->verbosity = V_off;
  chopt->root_dev_ino = NULL;
  chopt->affect_symlink_referent = true;
  chopt->recurse = false;
  chopt->force_silent = false;
  chopt->user_name = NULL;
  chopt->group_name = NULL;
}

extern void
chopt_free (struct Chown_option *chopt _GL_UNUSED)
{
  /* Deliberately do not free chopt->user_name or ->group_name.
     They're not always allocated. */
}

/* Convert the numeric group-id, GID, to a string stored in xmalloc'd memory,
   and return it. If there's no corresponding group name, use the decimal
   representation of the ID. */

extern char *
gid_to_name (gid_t gid)
{
  char buf[INT_BUFSIZE_BOUND (intmax_t)];
  struct group *grp = getgrgid (gid);
  return xstrdup (grp ? grp->gr_name
                   : TYPE_SIGNED (gid_t) ? imaxtostr (gid, buf)
                   : umaxtostr (gid, buf));
}

/* Convert the numeric user-id, UID, to a string stored in xmalloc'd memory,
and return it. If there's no corresponding user name, use the decimal
representation of the ID. */
extern char *
uid_to_name (uid_t uid)
{
char buf[INT_BUFSIZE_BOUND (intmax_t)];
struct passwd *pwd = getpwuid (uid);
return xstrdup (pwd ? pwd->pw_name
: TYPE_SIGNED (uid_t) ? imaxtostr (uid, buf)
: umaxtostr (uid, buf));
}
/* Allocate a string representing USER and GROUP. */
static char *
user_group_str (char const *user, char const *group)
{
char *spec = NULL;
if (user)
{
if (group)
{
spec = xmalloc (strlen (user) + 1 + strlen (group) + 1);
stpcpy (stpcpy (stpcpy (spec, user), ":"), group);
}
else
{
spec = xstrdup (user);
}
}
else if (group)
{
spec = xstrdup (group);
}
return spec;
}
/* Tell the user how/if the user and group of FILE have been changed.
If USER is NULL, give the group-oriented messages.
CHANGED describes what (if anything) has happened. */
static void
describe_change (const char *file, enum Change_status changed,
char const *old_user, char const *old_group,
char const *user, char const *group)

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{
    const char *fmt;
    char *old_spec;
    char *spec;

    if (changed == CH_NOT_APPLIED)
    {
        printf (_("neither symbolic link %s nor referent has been changed\n"),
                quote (file));
        return;
    }

    spec = user_group_str (user, group);
    old_spec = user_group_str (user ? old_user : NULL, group ? old_group : NULL);

    switch (changed)
    {
    case CH_SUCCEEDED:
        fmt = (user ? _("changed ownership of %s from %s to %s\n")
                 : group ? _("changed group of %s from %s to %s\n")
                 : _("no change to ownership of %s\n").
        break;
    case CH_FAILED:
        if (old_spec)
        {
            fmt = (user ? _("failed to change ownership of %s from %s to %s\n")
                     : group ? _("failed to change group of %s from %s to %s\n")
                     : _("failed to change ownership of %s\n").
        }
        else
        {
            fmt = (user ? _("failed to change ownership of %s to %s\n")
                     : group ? _("failed to change group of %s to %s\n")
                     : _("failed to change ownership of %s\n").
            free (old_spec);
            old_spec = spec;
            spec = NULL;
        }
        break;
    case CH_NO_CHANGE_REQUESTED:
        fmt = (user ? _("ownership of %s retained as %s\n")
                 : group ? _("group of %s retained as %s\n")
                 : _("ownership of %s retained\n").
        break;
    default:
        abort ();
    }
}
printf(fmt, quote(file), old_spec, spec);
free(old_spec);
free(spec);
}

/* Change the owner and/or group of the FILE to UID and/or GID (safely)
only if REQUIRED_UID and REQUIRED_GID match the owner and group IDs
of FILE. ORIG_ST must be the result of 'stat'ing FILE.

The 'safely' part above means that we can't simply use chown(2),
since FILE might be replaced with some other file between the time
of the preceding stat/lstat and this chown call. So here we open
FILE and do everything else via the resulting file descriptor.
We first call lstat and verify that the dev/inode match those from
the preceding stat call, and only then, if appropriate (given the
required_uid and required_gid constraints) do we call fchown.

Return RC_do_ordinary_chown if we can't open FILE, or if FILE is a
special file that might have undesirable side effects when opening.
In this case the caller can use the less-safe ordinary chown.

Return one of the RCH_status values. */

static enum RCH_status
restricted_chown(int cwd_fd, char const *file,
struct stat const *orig_st,
uid_t uid, gid_t gid,
uid_t required_uid, gid_t required_gid)
{
enum RCH_status status = RC_ok;
struct stat st;
int open_flags = O_NONBLOCK | O_NOCTTY;
int fd;

if (required_uid == (uid_t) -1 && required_gid == (gid_t) -1)
return RC_do_ordinary_chown;

if (!S_ISREG(orig_st->st_mode))
{
if (S_ISDIR(orig_st->st_mode))
open_flags |= O_DIRECTORY;
else
return RC_do_ordinary_chown;
}

fd = openat(cwd_fd, file, O_RDONLY | open_flags);
if (!0 <= fd
|| (errno == EACCES && S_ISREG (orig_st->st_mode)
   && 0 <= (fd = openat (cwd_fd, file, O_WRONLY | open_flags))))
return (errno == EACCES ? RC_do_ordinary_chown : RC_error);

if (fstat (fd, &st) != 0)
  status = RC_error;
else if (! SAME_INODE (*orig_st, st))
  status = RC_inode_changed;
else if ((required_uid == (uid_t) -1 || required_uid == st.st_uid)
         && (required_gid == (gid_t) -1 || required_gid == st.st_gid))
  {
    if (fchown (fd, uid, gid) == 0)
    {
      status = (close (fd) == 0
                  ? RC_ok : RC_error);
      return status;
    }
    else
    {
      status = RC_error;
    }
  }

int saved_errno = errno;
close (fd);
errno = saved_errno;
return status;

/* Change the owner and/or group of the file specified by FTS and ENT
to UID and/or GID as appropriate.
If REQUIRED_UID is not -1, then skip files with any other user ID.
If REQUIRED_GID is not -1, then skip files with any other group ID.
CHOPT specifies additional options.
Return true if successful. */
static bool
change_file_owner (FTS *fts, FTSENT *ent,
                   uid_t uid, gid_t gid,
                   uid_t required_uid, gid_t required_gid,
                   struct Chown_option const *chopt)
{
  char const *file_full_name = ent->fts_path;
  char const *file = ent->fts_accpath;
  struct stat const *file_stats;
  struct stat_buf;
  bool ok = true;
  bool do_chown;
  bool symlink_changed = true;
  ...
switch (ent->fts_info)
{
  case FTS_D:
    if (chopt->recurse)
    {
      if (ROOT_DEV_INO_CHECK (chopt->root_dev_ino, ent->fts_statp))
      {
        /* This happens e.g., with "chown -R --preserve-root 0/"
         and with "chown -RH --preserve-root 0 symlink-to-root". */
        ROOT_DEV_INO_WARN (file_full_name);
        /* Tell fts not to traverse into this hierarchy. */
        fts_set (fts, ent, FTS_SKIP);
        /* Ensure that we do not process "/" on the second visit. */
        ignore_value (fts_read (fts));
        return false;
      }
      return true;
    }
    break;

  case FTS_DP:
    if (! chopt->recurse)
    {
      return true;
    }
    break;

  case FTS_NS:
    /* For a top-level file or directory, this FTS_NS (stat failed)
     indicator is determined at the time of the initial fts_open call.
     With programs like chmod, chown, and chgrp, that modify
     permissions, it is possible that the file in question is
     accessible when control reaches this point. So, if this is
     the first time we've seen the FTS_NS for this file, tell
     fts_read to stat it "again". */
    if (ent->fts_level == 0 && ent->fts_number == 0)
    {
      ent->fts_number = 1;
      fts_set (fts, ent, FTS_AGAIN);
      return true;
    }
    if (! chopt->force_silent)
    {
      error (0, ent->fts_errno, _("cannot access %s"),
             quote (file_full_name));
      ok = false;
    }
    break;

  case FTS_ERR:
    if (! chopt->force_silent)
case FTS_DNR:
    if (! chopt->force_silent)
        error (0, ent->fts_errno, "cannot read directory %s",
            quote (file_full_name));
    ok = false;
    break;

case FTS_DC:// directory that causes cycles */
    if (cycle_warning_required (fts, ent))
    {
        emit_cycle_warning (file_full_name);
        return false;
    }
    break;

default:
    break;
}

if (!ok)
{
    do_chown = false;
    file_stats = NULL;
}
else if (required_uid == (uid_t) -1 && required_gid == (gid_t) -1
    && chopt->verbosity == V_off
    && ! chopt->root_dev_ino
    && ! chopt->affect_symlink_referent)
{
    do_chown = true;
    file_stats = ent->fts_statp;
}
else
{
    file_stats = ent->fts_statp;

    /* If this is a symlink and we're dereferencing them,
       stat it to get info on the referent. */
    if (chopt->affect_symlink_referent && S_ISLNK (file_stats->st_mode))
    {
        if (fstatat (fts->fts_cwd_fd, file, &stat_buf, 0) != 0)
        {
            if (! chopt->force_silent)
                error (0, errno, _("cannot dereference %s"),
                    file_full_name);
/* This happens when chown -LR --preserve-root encounters a symlink-to/. */
if (ok
    && FTSENT_IS_DIRECTORY (ent)
    && ROOT_DEV_INO_CHECK (chopt->root_dev_ino, file_stats))
{
    ROOT_DEV_INO_WARN (file_full_name);
    return false;
}

if (do_chown)
{
    if ( ! chopt->affect_symlink_referent)
    {
        ok = (lchownat (fts->fts_cwd_fd, file, uid, gid) == 0);
    }

    /* Ignore any error due to lack of support; POSIX requires
       this behavior for top-level symbolic links with -h, and
       implies that it's required for all symbolic links. */
    if (!ok && errno == EOPNOTSUPP)
    {
        ok = true;
        symlink_changed = false;
    }
}
else
{
    /* If possible, avoid a race condition with --from=O:G and without the
     (-h) --no-dereference option. If fts's stat call determined
     that the uid/gid of FILE matched the --from=O:G-selected
     owner and group IDs, blindly using chown(2) here could lead
     chown(1) or chgrp(1) mistakenly to dereference a *symlink*
     to an arbitrary file that an attacker had moved into the
     place of FILE during the window between the stat and
     chown(2) calls. If FILE is a regular file or a directory
     */
that can be opened, this race condition can be avoided safely. */

enum RCH_status err
= restricted_chown (fts->fts_cwd_fd, file, file_stats, uid, gid,
 required_uid, required_gid);

switch (err)
{
 case RC_ok:
 break;

 case RC_do_ordinary_chown:
 ok = (chownat (fts->fts_cwd_fd, file, uid, gid) == 0);
 break;

 case RC_error:
 ok = false;
 break;

 case RC_inode_changed:
 /* FIXME: give a diagnostic in this case? */
 case RC_excluded:
 do_chown = false;
 ok = false;
 break;

 default:
 abort ();
}

/* On some systems (e.g., GNU/Linux 2.4.x),
 the chown function resets the 'special' permission bits.
 Do *not* restore those bits; doing so would open a window in
 which a malicious user, M, could subvert a chown command run
 by some other user and operating on files in a directory
 where M has write access. */

if (do_chown && !ok && ! chopt->force_silent)
error (0, errno, (uid != (uid_t) -1
 ? _("changing ownership of %s")
 : _("changing group of %s")),
 quote (file_full_name));
}

if (chopt->verbosity != V_off)
{
 bool changed =
 ((do_chown && ok && symlink_changed)
if (changed || chopt->verbosity == V_high)
{
    enum Change_status ch_status =
    (!ok ? CH_FAILED
    : !symlink_changed ? CH_NOT_APPLIED
    : !changed ? CH_NO_CHANGE_REQUESTED
    : CH_SUCCEEDED);
    char *old_usr = file_stats ? uid_to_name (file_stats->st_uid) : NULL;
    char *old_grp = file_stats ? gid_to_name (file_stats->st_gid) : NULL;
    describe_change (file_full_name, ch_status,
                      old_usr, old_grp,
                      chopt->user_name, chopt->group_name);
    free (old_usr);
    free (old_grp);
}
}

if (! chopt->recurse)
    fts_set (fts, ent, FTS_SKIP);

return ok;
}

/* Change the owner and/or group of the specified FILES.
 BIT_FLAGS specifies how to treat each symlink-to-directory
 that is encountered during a recursive traversal.
 CHOPT specifies additional options.
 If UID is not -1, then change the owner id of each file to UID.
 If GID is not -1, then change the group id of each file to GID.
 If REQUIRED_UID and/or REQUIRED_GID is not -1, then change only
 files with user ID and group ID that match the non-(-1) value(s).
 Return true if successful. */
extern bool
chown_files (char **files, int bit_flags,
             uid_t uid, gid_t gid,
             uid_t required_uid, gid_t required_gid,
             struct Chown_option const *chopt)
{
    bool ok = true;

    /* Use lstat and stat only if they're needed. */
    int stat_flags = ((required_uid != (uid_t) -1 || required_gid != (gid_t) -1
                        || chopt->affect_symlink_referent
                        || chopt->verbosity != V_off)
                      ? 0
                      : S_IWRITE);

    for (int i = 0; i < (int) len; i++)
    {
        printf("%s\n", files[i]);
        struct stat statbuf;
        int r = lstat(files[i], &statbuf);
        if (r == -1)
            return false;
FTSENT *ent;

ent = fts_read (fts);
if (ent == NULL)
{
    if (errno != 0)
    {
        /* FIXME: try to give a better message */
        if (! chopt->force_silent)
            error (0, errno, _("fts_read failed"));
        ok = false;
    }
    break;
}

ok &= change_file_owner (fts, ent, uid, gid,
                         required_uid, required_gid, chopt);
}

if (fts_close (fts) != 0)
{
    error (0, errno, _("fts_close failed"));
    ok = false;
}

return ok;

From RPM File Metadata:GPLv3+
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1.282 curl 7.29.0-57.el7

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

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

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

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

krb4

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fbopenssl

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

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

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[2] = http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs details on how to write such an exception to the GPL

1.283 connect-basic-auth-extension 2.4.0

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1.284 jackson-dataformat-yaml 2.8.10

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

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

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

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

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

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

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

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

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

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

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Ty Coon, President of Vice

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1.288 hostname 3.13-3.el7_7.1

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hostname -- set the host name or show the host/domain name

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1.289 libdevmapper 1.02.171-5

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

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Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation
Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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

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

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

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

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

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

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

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

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

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

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

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

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  jar/net/minidev/json/JSONObject.java
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  jar/net/minidev/json/JSONStyler.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
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  jar/net/minidev/json/parser/JSONParserInputStream.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/parser/JSONParserByteArray.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/JSONNavi.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/parser/ContainerFactory.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/JSONArray.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-
  jar/net/minidev/json/parser/ContentHandler.java
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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-jar/net/minidev/json/JSONUtil.java

1.294 commons-logging 1.2

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  jar/org/apache/commons/logging/impl/ServletContextCleaner.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/LongSerializationPolicy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonParser.java

1.298 yum 3.4.3 167.el7.centos
1.298.1 Available under license :

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@page
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1.312 jackson-dataformat-cbor 2.8.10

1.313 netty-buffer 4.1.43.Final
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/ByteBufProcessor.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/EmptyByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/ByteBufHolder.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/UnreleasableByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/AbstractDerivedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/ReadOnlyByteBufferBuf.java

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  jar/io/netty-buffer/PooledByteBufAllocatorMetric.java
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  jar/io/netty-buffer/PoolThreadCache.java
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  jar/io/netty-buffer/PoolThreadCache.java
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-
  jar/io/netty-buffer/PooledByteBuf.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-
  jar/io/netty-buffer/PooledByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/UnpooledHeapByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4-1-43-final-sources-1-jar/io/netty/buffer/UnpooledDirectByteBuf.java
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/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/CodecOutputList.java
/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/CompressionUtil.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/Delimiters.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/DecoderResult.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/MessageAggregator.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/Headers.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/xml/XmlFrameDecoder.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 &lt;tt&gt;12 (0x0C)&lt;/tt&gt; 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>
| lengthFieldOffset | = 0 |
| lengthFieldLength | = 2 |
| 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>*

* 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 |
| initialBytesToStrip | = 2/4 (<tt>2</tt>) (= 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>*

* 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>` for compensation.
```
| lengthFieldOffset | = 0 |
| lengthFieldLength | = 2 |
```

* `<b>lengthAdjustment</b> = 2` (= the length of the Length field)
* `initialBytesToStrip = 0`

* BEFORE DECODE (14 bytes)   AFTER DECODE (14 bytes)
  * +----------------+----------------+
  * | Length | Actual Content |
  * | 0x000E | "HELLO, WORLD" |
  * +----------------+----------------+

* 3 bytes length field at the end of 5 bytes header, do not strip header

* 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.

* BEFORE DECODE (17 bytes)   AFTER DECODE (17 bytes)
  * +----------------+----------------+
  * | Header 1 |  Length  | Actual Content |
  * | 0xCAFE | 0x00000C | "HELLO, WORLD" |
  * +----------------+----------------+

* 3 bytes length field at the beginning of 5 bytes header, do not strip header

* 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.

* BEFORE DECODE (17 bytes)   AFTER DECODE (17 bytes)
  * +----------------+----------------+
  * | Length  | Header 1 | Actual Content |
  * | 0x00000C | 0xCAFE | "HELLO, WORLD" |
  * +----------------+----------------+
* <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>

* Let's give another twist to the previous example. The only difference from
  * the previous example is that the length field represents the length of the
  * whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>,
* Please note that we don't need to take the length of HDR2 into account
  * because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* 
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>

* @see LengthFieldPrepender
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*/
/*
* 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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  jar/io/netty/handler/codec/base64/Base64Dialect.java
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/**
  * Utility class for {@link ByteBuf} that encodes and decodes to and from
  * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
  *
  * The encoding and decoding algorithm in this class has been derived from
  * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
  * Base64 Encoder/Decoder</a>.
  */
*/

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  jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4.1.42-final-sources-1-
  jar/io/netty/handler/codec/compression/Lz4Constants.java
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  jar/io/netty/handler/codec/compression/FastLz.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4.1.42-final-sources-1-
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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {@code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a> for more details.
 */

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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java

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 */
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 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/netty_epoll_linuxsocket.c
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/netty_epoll_linuxsocket.h

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  jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
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  jar/io/netty/handler/codec/package-info.java
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  jar/io/netty/handler/codec/sharding/CompatibleMarshallingDecoder.java
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jar/io/netty/handler/codec/base64/Base64Decoder.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
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jar/io/netty/handler/codec/EmptyHeaders.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>
* | lengthFieldOffset | lengthFieldLength | lengthAdjustment | initialBytesToStrip |
* | 0 | 2 | 0 | 0 (= do not strip header) |
* </pre>
* 
* 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 | lengthFieldLength | lengthAdjustment | initialBytesToStrip |
* | 0 | 2 | 0 | 2 (= the length of the Length field) |
* </pre>
* 
* 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 `lengthAdjustment` 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 |`
2 bytes length field at offset 1 in the middle of 4 bytes header,
strip the first header field and the length field.

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 lengthFieldOffset and the extra
header affects the lengthAdjustment. We also specified a non-zero
lengthFieldLength before lengthFieldOffset 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 lengthFieldOffset = 0 for lengthFieldToStrip.

lengthFieldOffset = 1 (= the length of HDR1)
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 |
| 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |
+-----------------------------------+--------+
| HDR2 | Actual Content |
| 0xFE | "HELLO, WORLD" |
+-----------------------------------+--------+
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/CodecOutputList.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/string/LineSeparator.java

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/**
* Utility class for { @link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
*<p>
* The encoding and decoding algorithm in this class has been derived from
*<a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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

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

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

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)
"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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

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

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

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

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

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

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

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

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

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
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on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
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Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
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In addition, mere aggregation of another work not based on the Library
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subsequent copies and derivative works made from that copy.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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The GNU Affero General Public License is designed specifically to ensure that, in such cases, the modified source code becomes available to the community. It requires the operator of a network server to provide the source code of the modified version running there to the users of that server. Therefore, public use of a modified version, on a publicly accessible server, gives the public access to the source code of the modified version.

An older license, called the Affero General Public License and published by Affero, was designed to accomplish similar goals. This is a different license, not a version of the Affero GPL, but Affero has released a new version of the Affero GPL which permits relicensing under this license.

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0. Definitions.

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"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

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

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

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

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An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.


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

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

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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

The Corresponding Source for a work in source code form is that same work.

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5. Conveying Modified Source Versions.

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

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

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

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

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

b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the
product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

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

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

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

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

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods,
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1.338 kafka-avro-serializer 5.1.0
1.338.1 Available under license :

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<project xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns="http://maven.apache.org/POM/4.0.0"
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    <license>
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</configuration>
</execution>
</executions>
</plugin>
</plugins>
</build>
</project>

Found in path(s):

1.339 gobject-introspection 1.56.1-1.el7

1.339.1 Available under license:
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1.340 activation-api 1.1.1

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Version 2, June 1991

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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/common/threading.h

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1.352 nimbus-jose-jwt 8.19

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

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1.354 scala 2.11.11

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/**
 * Latch used to implement waiting on a DefaultPromise's result.
 *
 * Inspired by: http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/main/java/util/concurrent/locks/AbstractQueuedSynchronizer.java
 * Written by Doug Lea with assistance from members of JCP JSR-166
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* /opt/cola/permits/1011581111_1611240383.69/0/scala-library-2-11-11-sources-jar/scala/concurrent/impl/Promise.scala

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/**
 * A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass`
 * field. This is particularly useful for instantiating `Array`'s whose element types are unknown
 * at compile time.
 *
 * `ClassTag`'s are a weaker special case of `scala.reflect.api.TypeTags#TypeTag`'s, in that they
 * wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type
 * information. That is, `ClassTag`'s are constructed from knowing only the top-level class of a
 * type, without necessarily knowing all of its argument types. This runtime information is enough
 * for runtime `Array` creation.
 *
 * For example:
 * {{
 * scala> def mkArray[T : ClassTag](elems: T*) = Array[T](elems: _*)
 * mkArray: [T](elems: T*)(implicit evidence$1: scala.reflect.ClassTag[T])Array[T]
 *
 * scala> mkArray(42, 13)
 * res0: Array[Int] = Array(42, 13)
 *
 * scala> mkArray("Japan","Brazil","Germany")
 * res1: Array[String] = Array(Japan, Brazil, Germany)
 * }}
 *
 * See `scala.reflect.api.TypeTags` for more examples, or the
 * `http://docs.scala-lang.org/overviews/reflection/typetags-manifests.html Reflection Guide: TypeTags`
1.355 dbus-python 1.1.1 9.el7
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nct_main.c -- main function: option parsing and checking, dispatching

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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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Oracle

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

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

-----

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.
org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----
MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.
1.361 zlib 1.2.8

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1.362 netty-transport-native-unix-common

4.1.42.Final

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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_limits.c
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_util.h
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/PeerCredentials.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/Limits.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_util.h

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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/UnixChannelOption.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/IovArray.java
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_socket.h
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_filedescriptor.c
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_ini.h

1.363 kafka-tools 2.4.0
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/AbstractChannelHandlerContext.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/socket/SocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/ChannelException.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/RecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/DefaultEventLoop.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/nio/NioTask.java
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  jar/io/netty/channel/embedded/EmbeddedChannel.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/oio/package-info.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/local/LocalChannelRegistry.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/local/LocalChannel.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/local/LocalEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
  jar/io/netty/channel/local/LocalEventLoopGroup.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/DefaultChannelPromise.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/socket/nio/package-info.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelPipelineException.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/group/package-info.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/FixedRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelPromise.java
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  */opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelPromiseAggregator.java
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  */opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/pool/ServerSocketChannelConfig.java
  */opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/socket/MaxBytesRecvByteBufAllocator.java
  */opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/socket/ServerSocketChannelConfig.java
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  */opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/socket/DefaultSocketChannelConfig.java

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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/DefaultMaxMessagesRecvByteBufAllocator.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/pool/FixedChannelPool.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/pool/ChannelHealthChecker.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/pool/SimpleChannelPool.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/MaxMessagesRecvByteBufAllocator.java

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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/AbstractEventLoop.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-channel/embedded/EmbeddedChannelId.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].
**
** [link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
** subtypes:
** [ul]
** [li] [link ChannelInboundHandler] to handle inbound I/O events, and</li>
** [li] [link ChannelOutboundHandler] to handle outbound I/O operations.</li>
** </ul>
** </p>
** <p>
** Alternatively, the following adapter classes are provided for your convenience:
** [ul]
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
*/
*/
*/

* For more information, please refer to the documentation of each subtype.
*/
*/

* <h3>The context object</h3>
*/
*/

* 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; {
* 
* &lt;h3&gt;private boolean loggedIn;&lt;/h3&gt;
* 
* [ @code @Override]
* public void channelRead0(@link ChannelHandlerContext) ctx, Message message) {
* if (message instanceof LoginMessage) {
* authenticate((LoginMessage) message);
* &lt;b&gt;loggedIn = true;&lt;/b&gt;
* } else (message instanceof GetDataMessage) {
* if (&lt;b&gt;loggedIn&lt;/b&gt;) {
* ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
* } else {
* fail();
* }
* }
* ...
* }
*/

* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where 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}@<@ Channel}@{&gt; { @code @Override }
* public void initChannel(@@ 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 { AttributeKey}s which is provided by
* { ChannelHandlerContext}:
* <pre>
* public interface Message {  
*     // your methods here
* }
*
* [ @code @Sharable]
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}@{ Message}&gt; {  
*     private final @AttributeKey}@{ @link Boolean }&gt; auth =  
*         @AttributeKey#valueOf(String) AttributeKey.valueOf("auth");
* }
* [ @code @Override]
* public void channelRead(@ ChannelHandlerContext) ctx, Message message) {
*     @Attribute}@{ 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:

```java
public class DataServerInitializer extends `@link ChannelInitializer`<`@link Channel`>
{

    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();

    `@code @Override`
    public void initChannel(`@link Channel` channel) {
        channel.pipeline().addLast("handler", <b>SHARED</b>);
    }
}
```

<h4>The `@Sharable` annotation</h4>

In the example above which used an `@link AttributeKey`, you might have noticed the `@code @Sharable` annotation.

If a `@link ChannelHandler` is annotated with the `@code @Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `@link ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations

<h3>Additional resources worth reading</h3>

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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

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/**
 * Encodes and decodes to and from Base64 notation.
 *
 * Homepage: http://iharder.net/base64
 *
 * Example:
 *
 * String encoded = Base64.encode( myByteArray );
 * byte[] myByteArray = Base64.decode( encoded );
 *
 * The options parameter, which appears in a few places, is used to pass several pieces of information to the encoder. In the "higher level" methods such as encodeBytes( bytes, options ) the options parameter can be used to indicate such things as first gzipping the bytes before encoding them, not inserting linefeeds, and encoding using the URL-safe and Ordered dialects.
 *
 * Note, according to RFC3548, Section 2.1, implementations should not add line feeds unless explicitly told to do so. I've got Base64 set to this behavior now, although earlier versions broke lines by default.
 *
 * The constants defined in Base64 can be OR-ed together to combine options, so you might make a call like this:
 *
 * String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );
 * to compress the data before encoding it and then making the output have newline characters.
 *
 * Also...
 *
 * String encoded = Base64.encodeBytes( crazyString.getBytes() );
 */
Change Log:

- v2.3.7 - Fixed subtle bug when base 64 input stream contained the value 01111111, which is an invalid base 64 character but should not throw an ArrayIndexOutOfBoundsException either. Led to discovery of mishandling (or potential for better handling) of other bad input characters. You should now get an IOException if you try decoding something that has bad characters in it.
- v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded string ended in the last column; the buffer was not properly shrunk and contained an extra (null) byte that made it into the string.
- v2.3.5 - Fixed bug in [link encodeFromFile] where estimated buffer size was wrong for files of size 31, 34, and 37 bytes.
- v2.3.4 - Fixed bug when working with gzipped streams whereby flushing the Base64.OutputStream closed the Base64 encoding (by padding with equals signs) too soon. Also added an option to suppress the automatic decoding of gzipped streams. Also added experimental support for specifying a class loader when using the [link decodeToObject(java.lang.String, int, java.lang.ClassLoader)] method.
- v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java footprint with its CharEncoders and so forth. Fixed some javadocs that were inconsistent. Removed imports and specified things like java.io.IOException explicitly inline.
- v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the final encoded data will be so that the code doesn't have to create two output arrays: an oversized initial one and then a final, exact-sized one. Big win when using the [link encodeBytesToBytes(byte[])] family of methods (and not using the gzip options which uses a different mechanism with streams and stuff).
- v2.3.1 - Added [link encodeBytesToBytes(byte[], int, int)] and some similar helper methods to be more efficient with memory by not returning a String but just a byte array.
- v2.3 - This is not a drop-in replacement! This is two years of comments and bug fixes queued up and finally executed. Thanks to everyone who sent me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else. Much bad coding was cleaned up including throwing exceptions where necessary instead of returning null values or something similar. Here are some changes that may affect you:

Does not break lines, by default. This is to keep in compliance with RFC3548. Throwing exceptions instead of returning null values. Because some operations (especially those that may permit the GZIP option) use IO streams, there is a possibility of an java.io.IOException being thrown. After some discussion and thought, I've changed the behavior of the methods to throw java.io.IOException rather than return null if ever there's an error. I think this is more...
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with.</li>
* <li><em>Removed all references to System.out, System.err, and the like.</em></li>
* Shame on me. All I can say is sorry they were ever there.</li>
* <li>Throws NullPointerExceptions and IllegalArgumentExceptions as needed</li>
* such as when passed arrays are null or offsets are invalid.</li>
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.</li>
* This was especially annoying before for people who were thorough in their</li>
* own projects and then had gobs of javadoc warnings on this file.</li>
* </ul>
* </li>
* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug</li>
* when using very small files (~&lt; 40 bytes).</li>
* <li>v2.2 - Added some helper methods for encoding/decoding directly from</li>
* one file to the next. Also added a main() method to support command line</li>
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* </ol>
* </li>
* </li>
* The default is RFC3548 format.</li>
* Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates</li>
* URL and file name friendly format as described in Section 4 of RFC3548.
* Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates</li>
* URL and file name friendly format that preserves lexical ordering as described</li>
* in http://www.faqs.org/qa/rfc3-1940.html</li>
* </ol>
* Special thanks to Jim Kellerman at <a href="http://www.powerset.com">http://www.powerset.com/</a>
* for contributing the new Base64 dialects.</li>
* </li>
* </li>
* <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added</li>
* some convenience methods for reading and writing to and from files.</li>
* <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems</li>
* with other encodings (like EBCDIC).</li>
* <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the</li>
* encoded data was a single byte.</li>
* <li>v2.0 - I got rid of methods that used booleans to set options.</li>
* Now everything is more consolidated and cleaner. The code now detects</li>
* when data that's being decoded is gzip-compressed and will decompress it</li>
* automatically. Generally things are cleaner. You'll probably have to</li>
* change some method calls that you were making to support the new</li>
* options format (<tt>int</tt>s that you "OR" together).</li>
* <li>v1.5.1 - Fixed bug when decompressing and decoding to a</li>
* byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.</li>
* Added the ability to "suspend" encoding in the Output Stream so</li>
* you can turn on and off the encoding if you need to embed base64</li>
* data in an otherwise "normal" stream (like an XML file).</li>
* <li>v1.5 - Output stream pases on flush() command but doesn't do anything itself.</li>
* This helps when using GZIP streams.</li>
* Added the ability to GZip-compress objects before encoding them.
* <li>v1.4 - Added helper methods to read/write files.</li>
* <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
* <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream
   where last buffer being read, if not completely full, was not returned.</li>
* <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
* <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
* </ul>

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* Please visit &lt;a href="http://iharder.net/base64">http://iharder.net/base64</a>&gt;
* periodically to check for updates or to contribute improvements.
* </p>

* @author Robert Harder
* @author rob@iharder.net
* @version 2.3.7
*/

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* /opt/ws_local/PERMITS_SQL/1068271484_1594339281.28/0/netty-resolver-4-1-45-final-sources-1-jar/io/netty/resolver/NoopAddressResolverGroup.java
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* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/ScanResultObject.java
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* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/MethodTypeInfo.java
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* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/ClassGraphClassLoader.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/nonapi/io/github/classgraph/utils/StringUtils.java
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* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/AnnotationInfo.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/AnnotationClassRef.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/io/github/classgraph/ClasspathElementModule.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/nonapi/io/github/classgraph/utils/VersionFinder.java
* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/nonapi/io/github/classgraph/json/JSONUtils.java
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@end enumerate

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```plaintext
@smallexample
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with the Invariant Sections being @var{list their titles}, with
the Front-Cover Texts being @var{list}, and with the Back-Cover Texts
being @var{list}.
@end group
@end smallexample
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```
c Local Variables:
c ispell-local-pdict: "ispell-dict"
c End:
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```

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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

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from a designated place, then offering equivalent access to copy the
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Section 6 states terms for distribution of such executables.

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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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Appendix: How to Apply These Terms to Your New Libraries

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.
Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

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

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

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      in the event an application does not supply such function or
      table, the facility still operates, and performs whatever part of
      its purpose remains meaningful.

      (For example, a function in a library to compute square roots has
      a purpose that is entirely well-defined independent of the
      application. Therefore, Subsection 2d requires that any
      application-supplied function or table used by this function must
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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

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

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

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

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

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

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@page
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++++++++++++++++

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

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

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

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

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

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lib/gss_mechs/mech_krb5/et/kdb5_err.c
```
```
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
```
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lib/gss_mechs/mech_spnego/mech/spnego_mech.c
```
```
lib/krb5/kadm5/kadm_host_srv_names.c
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lib/krb5/kdb/kdb_convert.c
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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
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lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
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lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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Zstd-jni: JNI bindings to Zstd Library

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

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

That's all there is to it!
*uganda.txt* For Vim version 8.1. Last change: 2018 May 17

VIM REFERENCE MANUAL by Bram Moolenaar

*uganda* *Uganda* *copying* *copyright* *license*
SUMMARY
*iccf* *ICCF*
Vim is Charityware. You can use and copy it as much as you like, but you are encouraged to make a donation for needy children in Uganda. Please see |kcc| below or visit the ICCF web site, available at these URLs:

http://iccf-holland.org/
http://www.vim.org/iccf/
http://www.iccf.nl/

You can also sponsor the development of Vim. Vim sponsors can vote for features. See |sponsor|. The money goes to Uganda anyway.

The Open Publication License applies to the Vim documentation, see |manual-copyright|.

=== begin of license ===

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      - You clearly describe in the distribution how to contact you. This contact information must remain valid for at least three years.
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4) The contact information as required under 2)a) and 2)d) must not be removed or changed, except that the person himself can make corrections.

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==== end of license ====

Note:

- If you are happy with Vim, please express that by reading the rest of this file and consider helping needy children in Uganda.

- If you want to support further Vim development consider becoming a [sponsor]. The money goes to Uganda anyway.

- According to Richard Stallman the Vim license is GNU GPL compatible. A few minor changes have been made since he checked it, but that should not make a difference.

- If you link Vim with a library that goes under the GNU GPL, this limits further distribution to the GNU GPL. Also when you didn't actually change anything in Vim.

- Once a change is included that goes under the GNU GPL, this forces all further changes to also be made under the GNU GPL or a compatible license.
- If you distribute a modified version of Vim, you can include your name and contact information with the "--with-modified-by" configure argument or the MODIFIED_BY define.

Kibaale Children's Centre (KCC) is located in Kibaale, a small town in the south of Uganda, near Tanzania, in East Africa. The area is known as Rakai District. The population is mostly farmers. Although people are poor, there is enough food. But this district is suffering from AIDS more than any other part of the world. Some say that it started there. Estimations are that 10 to 30% of the Ugandans are infected with HIV. Because parents die, there are many orphans. In this district about 60,000 children have lost one or both parents, out of a population of 350,000. And this is still continuing.

The children need a lot of help. The KCC is working hard to provide the needy with food, medical care and education. Food and medical care to keep them healthy now, and education so that they can take care of themselves in the future. KCC works on a Christian base, but help is given to children of any religion.

The key to solving the problems in this area is education. This has been neglected in the past years with president Idi Amin and the following civil wars. Now that the government is stable again, the children and parents have to learn how to take care of themselves and how to avoid infections. There is also help for people who are ill and hungry, but the primary goal is to prevent people from getting ill and to teach them how to grow healthy food.

Most of the orphans are living in an extended family. An uncle or older sister is taking care of them. Because these families are big and the income (if any) is low, a child is lucky if it gets healthy food. Clothes, medical care and schooling is beyond its reach. To help these needy children, a sponsorship program was put into place. A child can be financially adopted. For a few dollars a month KCC sees to it that the child gets indispensable items, is healthy, goes to school and KCC takes care of anything else that needs to be done for the child and the family that supports it.

Besides helping the child directly, the environment where the child grows up needs to be improved. KCC helps schools to improve their teaching methods. There is a demonstration school at the centre and teacher trainings are given. Health workers are being trained, hygiene education is carried out and households are stimulated to build a proper latrine. I helped setting up a production site for cement slabs. These are used to build a good latrine. They are sold below cost price.

There is a small clinic at the project, which provides children and their family with medical help. When needed, transport to a hospital is offered.
Immunization programs are carried out and help is provided when an epidemic is breaking out (measles and cholera have been a problem).

*donate*

Summer 1994 to summer 1995 I spent a whole year at the centre, working as a volunteer. I have helped to expand the centre and worked in the area of water and sanitation. I learned that the help that the KCC provides really helps. When I came back to Holland, I wanted to continue supporting KCC. To do this I'm raising funds and organizing the sponsorship program. Please consider one of these possibilities:

1. Sponsor a child in primary school: 17 euro a month (or more).
2. Sponsor a child in secondary school: 25 euro a month (or more).
3. Sponsor the clinic: Any amount a month or quarter
4. A one-time donation

Compared with other organizations that do child sponsorship the amounts are very low. This is because the money goes directly to the centre. Less than 5% is used for administration. This is possible because this is a small organization that works with volunteers. If you would like to sponsor a child, you should have the intention to do this for at least one year.

How do you know that the money will be spent right? First of all you have my personal guarantee as the author of Vim. I trust the people that are working at the centre, I know them personally. Furthermore, the centre has been co-sponsored and inspected by World Vision, Save the Children Fund and is now under the supervision of Pacific Academy Outreach Society. The centre is visited about once a year to check the progress (at our own cost). I have visited the centre myself many times, starting in 1993. The visit reports are on the ICCF web site.

If you have any further questions, send me e-mail: <Bram@vim.org>.

The address of the centre is:
Kibaale Children's Centre
p.o. box 1658
Masaka, Uganda, East Africa

Sending money:*iccf-donations*

Check the ICCF web site for the latest information! See [iccf] for the URL.

USA: The methods mentioned below can be used.
Sending a check to the Nehemiah Group Outreach Society (NGOS) is no longer possible, unfortunately. We are looking for another way to get you an IRS tax receipt.
For sponsoring a child contact KCF in Canada (see below). US checks can be sent to them to lower banking costs.
Canada: Contact Kibaale Children’s Fund (KCF) in Surrey, Canada. They take care of the Canadian sponsors for the children in Kibaale. KCF forwards 100% of the money to the project in Uganda. You can send them a one time donation directly. Please send me a note so that I know what has been donated because of Vim. Ask KCF for information about sponsorship.

Kibaale Children's Fund c/o Pacific Academy
10238-168 Street
Surrey, B.C. V4N 1Z4
Canada
Phone: 604-581-5353

If you make a donation to Kibaale Children's Fund (KCF) you will receive a tax receipt which can be submitted with your tax return.

Holland: Transfer to the account of "Stichting ICCF Holland" in Lisse. This will allow for tax deduction if you live in Holland.
Postbank, nr. 4548774
IBAN: NL95 INGB 0004 5487 74

Germany: It is possible to make donations that allow for a tax return. Check the ICCF website for the latest information:
http://iccf-holland.org/germany.html

World: Use a postal money order. That should be possible from any country, mostly from the post office. Use this name (which is in my passport): "Abraham Moolenaar". Use Euro for the currency if possible.

Europe: Use a bank transfer if possible. Your bank should have a form that you can use for this. See "Others" below for the SWIFT code and IBAN number.
Any other method should work. Ask for information about sponsorship.

Credit Card: You can use PayPal to send money with a Credit card. This is the most widely used Internet based payment system. It's really simple to use. Use this link to find more info:
The e-mail address for sending the money to is:
Bram@iccf-holland.org
For amounts above 400 Euro ($500) sending a check is preferred.

Others: Transfer to one of these accounts if possible:
Postbank, account 4548774
Swift code: INGB NL 2A
IBAN: NL95 INGB 0004 5487 74
under the name "stichting ICCF Holland", Lisse
If that doesn't work:
Rabobank Lisse, account 3765.05.117
Swift code: RABO NL 2U
under the name "Bram Moolenaar", Lisse
Otherwise, send a check in euro or US dollars to the address
below. Minimal amount: $70 (my bank does not accept smaller
amounts for foreign check, sorry)

Address to send checks to:
Bram Moolenaar
Finsterruetihof 1
8134 Adliswil
Switzerland

This address is expected to be valid for a long time.

vim:tw=78:ts=8:noet:ft=help:norl:
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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1.386 kafka-connect-pharma-redis 1.0-SNAPSHOT

1.386.1 Available under license:

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1.387 tracing-agent 0.20.0-SNAPSHOT

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1.388 scala-reflect 2.11.12

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/** The entry point into Scala runtime reflection.
 * To use Scala runtime reflection, simply use or import `scala.reflect.runtime.universe._`
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 * for more details.
 */

Found in path(s):
* /opt/cola/permits/1135959082_1613641379.79/0/scala-reflect-2-11-12-sources-4-jar/scala/reflect/runtime/package.scala

1.389 libverto 0.2.5 4.el7

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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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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org.ow2.asm:asm-commons
org.ow2.asm:asm
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.398 common-utils 3.3.1

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/opt/cola/permits/1183780858_1640879556.81/0/common-utils-3-3-1-jar-zip/common-utils-3-3-1-jar/META-INF/maven/io.confluent/common-utils/pom.xml

1.399 dracut 033 568.el7

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

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Oracle OpenJDK

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* java.sun.security.ssl

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org.eclipse.jetty.toolchain:jetty-schemas

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Manifest-Version: 1.0
Bundle-Description: Microsoft JDBC Driver for SQL Server.
Bundle-License: http://www.opensource.org/licenses/mit-license.php
Bundle-SymbolicName: com.microsoft.sqlserver.mssql-jdbc
Built-By: BLD-003-W81-64S
Bnd-LastModified: 1533057440087
Bundle-ManifestVersion: 2
Bundle-Vendor: Microsoft Corporation
Require-Capability: osgi.ee;filter:="(&osgi.ee=JavaSE)(version=1.8)"
Tool: Bnd-3.5.0.201709291849
Bundle-Name: Microsoft JDBC Driver for SQL Server
Bundle-Version: 7.0.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 10.0.1

Name: com/microsoft/sqlserver/jdbc/InputStreamGetterArgs.class
SHA-256-Digest: sla7/i+Wp0fJ7/D36xIyzsqIfyQdDVZahgZPhdbTJ6E=

Name: com/microsoft/sqlserver/jdbc/SSLenType.class
SHA-256-Digest: mETZXg1aL2iWXZfOMiNTBZ6zhdTpm6cWTZe94E7Yc=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$State.class
SHA-256-Digest: +CwNO8/EaMuirUWqwYJB7ht7q0qRS0Nq8NAnGKLbdB1M=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus.class
SHA-256-Digest: jRRWNbPAb39tQXewqkvN1+jTd3DMH5HYV1m5XJD/jo=

Name: com/microsoft/sqlserver/jdbc/StreamColInfo.class
SHA-256-Digest: Amg0UvgyFSJLNFMNdOWx4TKFlFmo6PYWCQ77aMDOI=

Name: com/microsoft/sqlserver/jdbc/JavaType$1.class
SHA-256-Digest: e2GOV9jtKaCPyfBjRq70Ql50mTTd/a3jJpUP301Jm2k=

Name: com/microsoft/sqlserver/jdbc/DDC.class
SHA-256-Digest: bSoLrPDSEtP+NQr/3eSAULZ6y1BAOZMLzNVktxXtfQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSetMetaData.class
SHA-256-Digest: h38qRrVYABGvij1s4PLYLEUahFLEZ72y1ex9UHhh7s=

Name: com/microsoft/sqlserver/jdbc/JDBCType.class
SHA-256-Digest: Pxmv5eRYVYrqOUJYTTvEMKsrEyKWfdHHraqa1RY3K8=

Name: com/microsoft/sqlserver/jdbc/KerbAuthentication$2.class
SHA-256-Digest: i6Sjn0gwOmd34+83VKkhG1rpY4QJEEKHV9Mzn8YRbEl=
Name: com/microsoft/sqlserver/jdbc/StreamPacket.class
SHA-256-Digest: HnQ7tld0KCO6O54Nm7Xj+yWVYpkkeD7wqmgj9dMdJhc=
Name: com/microsoft/sqlserver/jdbc/SQLServerPooledConnection.class
SHA-256-Digest: AozzF0x1QrPm3dV1x4UON99Nemor7+HYoOrHvmSGhp4=
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SHA-256-Digest: lt9fpt6s0JuJfP5FqYp+E+EMy9zbmJJlwakuqkQceg=
Name: com/microsoft/sqlserver/jdbc/SQLServerDataSource.class
SHA-256-Digest: s+YldRRG32uRUMZfrowRnaGgJefy2AUpCzfUBugkfc=
Name: com/microsoft/sqlserver/jdbc/SQLServerCallableStatement.class
SHA-256-Digest: IhaUouD3dOgBzR6ysz7fOuZ0gcFBILAEThRw/7+MW4=
Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatementSPrePStmtExecCmd.class
SHA-256-Digest: oxHFWWNr534XwPiYQLD/GoeIw2mkOQ940DiZ5QxIz3U=
Name: com/microsoft/sqlserver/jdbc/TypeInfo$1.class
SHA-256-Digest: E1LAjylMnwqMAR/9ypki3LdmG8m7xqcqE1m3yJS5vg=
Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$BigOrSmallByteLenStrategy.class
SHA-256-Digest: yDhE2px/CcwPBl1mLkKvMB6np8kcvgLAvjBxvoYp2Rj0=
Name: com/microsoft/sqlserver/jdbc/SQLServerException.class
SHA-256-Digest: WXjE5h2oFEdqGxEWzJeN5w62V6XY011wVwrEU5DDZCM=
Name: com/microsoft/sqlserver/jdbc/ISQLServerSavepoint.class
SHA-256-Digest: ewrhd4qfCpripsh9vXuHAWYYNyVt7/MANrqw7tfLAZM=
Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData.class
SHA-256-Digest: NBuk0GeqUvZw2nqjzgSWKvke73WN7roeOli4bhEEvUl=
Name: com/microsoft/sqlserver/jdbc/DescribeParameterEncryptionResultSet1.class
SHA-256-Digest: +0qX0TfO8SXl+p2mTfSI0IXK5XLXXDUFq0gMfb43aEU=
Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$IterableWeigher.class
SHA-256-Digest: nczLTNmvay8qaiAhEjc32c9W+Hg/ruaogYUbSiwuSnw=
Name: com/microsoft/sqlserver/jdbc/SQLServerLob.class
SHA-256-Digest: 1U1ezG0a+2/Fe+lqjbkkgi2rdUngrmgGvSdtrfXmmok=
Name: mssql/googlecode/concurrentlinkedhashmap/LinkedDeque$AbstractLinkedIterator.class
SHA-256-Digest: hKmzZbt5bcx8q3gmA2IJXxhj3PEJcVvXMyhA9u8dRho=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$5.class
SHA-256-Digest: eW1HfLaHe6RZh/m4r033+O0ycesWFYjIc+ErwF8W4Sbg=

Name: com/microsoft/sqlserver/jdbc/Nanos.class
SHA-256-Digest: lOcUVK2oYUPkR2WxUJHzrG0iP+ai8Eq4ModSkYqKAgg=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource$it.class
SHA-256-Digest: HJTxzGEyqIg1ymCJ5A6WEk29iWdKOArL27UFD60VD4=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$UpdateTask.class
SHA-256-Digest: x6xRKwfk28341J0J5GqlRRD Tkulv3l9vLsBko4cX41s=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$1ConnectionCommand.class
SHA-256-Digest: gmCcvvI2ZB RbaiPbS36cDbCyyhUlO8II/INWRRbg=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$KeySet.class
SHA-256-Digest: ld4ryvKqNb4aT1yl8z+4yOcF35Acx4Y9zkrUDHf11o=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$ColumnMapping.class
SHA-256-Digest: 9Pp5Ybiy/1YB/pVtjRqazPU8KdoPG7QtdQ227sO5Mw=

Name: com/microsoft/sqlserver/jdbc/DriverError.class
SHA-256-Digest: qsZ6mIuZlLoLPcdQs7H9a83ZBxh4wDWjxJWGdwbww4=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$MapWeigher.class
SHA-256-Digest: r0sA9+1RFSZ0e/fcqOYMmi7W8fNkRm/H55ynk+UOo4=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$16.class
SHA-256-Digest: CSTnlD3mQkW8s0HmE1PfQqwjbOzfjQX2QYt/21YaUo=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$15.class
SHA-256-Digest: 45Ocjf8diFN2O0FfHzluoxoj+wg5QNNCtRLULHE8g=

Name: com/microsoft/sqlserver/jdbc/StreamInfo.class
SHA-256-Digest: CsnLlaiu5+id7r3/elUQ3GTLYosSUwFP4q7FxMgIPO=

Name: com/microsoft/sqlserver/jdbc/ISQLServerStatement.class
SHA-256-Digest: iFZPmHQQ0OQuGuBXFLR9RQwyK4ntaxmb29hwLj28iCI=
Name: com/microsoft/sqlserver/jdbc/KerbAuthentication$3.class
SHA-256-Digest: HtyniRqz6SoXBgWRTmUr9QM3m/kiyIfi+1BUyOc6bDU=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$AddTask.class
SHA-256-Digest: QGOk4HUx7VFvRidive6AxUL/CPFPGJoemEt4bR1PPMw=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_fr.class
SHA-256-Digest: MldpWXkVblTnckrtnj44z547+6flL+jkgmMDHyjVlbU=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$FedAuthTokenCommand.class
SHA-256-Digest: dHLbgBRNqi1/Nv/8cLmiDB7RWsVlgWouls7Nos6ukZA=

Name: com/microsoft/sqlserver/jdbc/SSPIAuthentication.class
SHA-256-Digest: bMdOEQKbbNsFDrH+84a6dFEWfJ25fRdv5EC4eIDWnk8=

Name: com/microsoft/sqlserver/jdbc/SQLCollation.class
SHA-256-Digest: qfZiUqd4DCqZs16sguW8UGCNVbboyrGkH9zforB3w=

Name: com/microsoft/sqlserver/jdbc/SQLServerEncryptionAlgorithmFactoryList.class
SHA-256-Digest: MwdLOU1SNMy15tupCu/luYB7yi54V+wfAfH0mgcdl8w=

Name: microsoft/sql/DateTimeOffset$SerializationProxy.class
SHA-256-Digest: BFoVFzEunZ1xub5Qdu976/Asqy8PYthIT4xWEZ9X7A=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$ListWeigher.class
SHA-256-Digest: HPcFXgQBfmxP8pyxaUfUEv7AWj9msdno1w1HrsZqW64=

Name: mssql/googlecode/concurrentlinkedhashmap/EntryWeigher.class
SHA-256-Digest: yjQBWiqfhi+8j0uIx2HdDBGdWfvdxcX9JFvLzBVeqLA=

Name: mssql/googlecode/concurrentlinkedhashmap/Linked.class
SHA-256-Digest: ihKNpCRC2fxlcvb272Ww2sXN6S+/ZdsmR+8K15jppY=

Name: com/microsoft/sqlserver/jdbc/ColumnEncryptionSetting.class
SHA-256-Digest: V131HiiXKlqW9NGdYC12/MpJFFONcgQYCqSFL66kJ3o=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$ProxyOutputStream.class
SHA-256-Digest: sA4r/LY/OLFw+bXIWVD11GgSMhDIVO/BoVwY9rMJzuZQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$BulkTimeoutTimer.class
SHA-256-Digest: MiFYzarz47T9ql9RHQ8R6xALpHn23HE0Wu5ceEKzEUw=

Name: com/microsoft/sqlserver/jdbc/RowType.class
SHA-256-Digest: a/Ip5hyQDY7VnlIBWA8kimLx62PX24k2kMtwf3hILWBA=

Name: com/microsoft/sqlserver/jdbc/ISQLServerConnection.class
SHA-256-Digest: QtEyMW69yvIkJi8zXlcfbwJjnbbZcQ9U9U8mm8UxGg=

Name: com/microsoft/sqlserver/jdbc/SQLServerDriverBooleanProperty.class
SHA-256-Digest: Akurq45CcF2oxlA0dXuM8PS2btIGxmmxNU5VQHG57l8=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$FixedLenStrategy.class
SHA-256-Digest: LnWXNnbLhxbo6U1Wwt0T3brDRguJwM8g+7qy/lhXCc=

Name: com/microsoft/sqlserver/jdbc/SQLServerAeadAes256CbcHmac256EncryptionKey.class
SHA-256-Digest: UcQuB+GussIEuumk8KC2uWmWBkmwWNXbPDKBECXEDO=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$1DTCommand.class
SHA-256-Digest: JbtWxcphTWZPxFIM+0QeSnzz5c+7zP9N1zfH7C6VF1=

Name: com/microsoft/sqlserver/jdbc/DTVImpl.class
SHA-256-Digest: qszWTXx+bRojQdlhT7bhE8vop+HVaDeAF/El03Rwj0fY=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataTable$1.class
SHA-256-Digest: v0zzZG98zthnGycAfswhH81tkMSCRzaiXStVDP+33f14=

Name: com/microsoft/sqlserver/jdbc/Shape.class
SHA-256-Digest: gnCukPQ0ZnwwWugm4qx8qZS/8dEvEo5TliyW931LpU=

Name: com/microsoft/sqlserver/jdbc/SQLServerDriver.class
SHA-256-Digest: sdQebZpOWU0WTU1+lSltaWH+wa8Y1menJKfrD/BCCU=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$WriteThroughEntry.class
SHA-256-Digest: WYWDqIdnVj6gRKw47tAGyELrGHPdzuwBmGLc3XalAA=

Name: com/microsoft/sqlserver/jdbc/SQLServerResult$1ClientCursorInitializer.class
SHA-256-Digest: nAtYh7t9XIaCYah9E52691SKnJQ2AI2T4LbJ/ghRF8U=

Name: com/microsoft/sqlserver/jdbc/SQLServerKeyVaultAuthenticationCallback.class
SHA-256-Digest: 0FdwnxKmW/W191KyrScQi7HHUL3pDEKVAmh0gNUvno=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtBatchExecuteCmd.class
SHA-256-Digest: 13ZiKtyYCHLBoYbwWng9ye45qyv/6x4wBpf5QeQNG4M=
Name: com/microsoft/sqlserver/jdbc/FailoverInfo.class
SHA-256-Digest: hb9q4mH03BF6G50tm//M27g81gZ4GoC0qS3VXig5uNI=

Name: com/microsoft/sqlserver/jdbc/StreamError.class
SHA-256-Digest: jn0uxuMq+UN7swN3IZXVF6G72OIsOv7FYp1HnV4Psw=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1UpdateRowRPC.class
SHA-256-Digest: uZSMGIM2wbG0A2fOGRaSZyaFRDJeSHA0e6SI9nu+kIA=

Name: com/microsoft/sqlserver/jdbc/TDSChannel.class
SHA-256-Digest: f1chH5Wri72b1b6jFSsSU/yHoPQOxVamb8NXIN0ZJg=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$BulkColumnMetaData.class
SHA-256-Digest: cVPvIoKUKKuUrvpiFfn+9bH6JoSqrvy3jhXtQcXFDTA=

Name: com/microsoft/sqlserver/jdbc/Util$1.class
SHA-256-Digest: zMeqSHT59bXP1QIJK2tekl8rQkCS1zmNSi8j7ISE8=

Name: com/microsoft/sqlserver/jdbc/SocketFinder.class
SHA-256-Digest: yojrplB0E7dPmekhhSyRPBCXH6h21ia90e1r9nE=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$ExecuteProperties.class
SHA-256-Digest: z3Rvmod0ugayelQrYOutBzUoTAuM6y8HHLx66QyYOU=

Name: com/microsoft/sqlserver/jdbc/InternalSpatialDatatype.class
SHA-256-Digest: UsMk7vPMbdazwaiYXfYXic5WafeqLRf00EIWMCQXc=

Name: com/microsoft/sqlserver/jdbc/TimeoutTimer.class
SHA-256-Digest: 0CcgIBMAnCvLy55z0KqfWHvd6LIx7/1pkogk3bgBgy=

Name: com/microsoft/sqlserver/jdbc/ServerPortPlaceHolder.class
SHA-256-Digest: G+mtTBFl5X3At/5juR/g99ZQeYAFZk626dl0ajT9OCs=

Name: com/microsoft/sqlserver/jdbc/Encoding.class
SHA-256-Digest: v08HL2vIH7/vH7rCmiJW9bPjx/NMMPbcBw0QFQOm0=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$KatmaiScaledTemporalStrategy.class
SHA-256-Digest: h87tqbfKPqPPkk8Esis/ZZYeqx2/w/bgCdN+DRevYWGu=

Name: com/microsoft/sqlserver/jdbc/dataclassification/Label.class
SHA-256-Digest: 3M1Wao/gbbJSThy88WBBHMTPr6mvYZAnkA29uGh1exc=

Name: com/microsoft/sqlserver/jdbc/CekTable.class
Name: com/microsoft/sqlserver/jdbc/TDSWriter.class
SHA-256-Digest: XO0XrCZexIsV7U9vOqGz29uADqnEWX5fI4v6afBGe0M=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$4.class
SHA-256-Digest: aXB0hkauNPrVyMOtLMZO6vNuvcljh93QdeBGx7zRYSd4=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource.pt_BR.class
SHA-256-Digest: U9TGvSMKVg8+fDeoHKvdSOiM+N+O7NExAtLRwWzzZ5R8=

Name: com/microsoft/sqlserver/jdbc/SQLServerSQLXML.class
SHA-256-Digest: ZHjeae2Se5T/t2KoJXkkGB0iU3CLZoGsf/Zj0WSZXR1=

Name: com/microsoft/sqlserver/jdbc/IntColumnFilter$1.class
SHA-256-Digest: xhrTLZRBXzBWfYHYdTu8w4OF77m5m5pSOZz/OoLFpmE=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatementColumnEncryptionSetti
ging.class
SHA-256-Digest: qvSfx5a725cINQ5jJ/hPqDjRiqMSniUrlm7Y9rdA=

Name: com/microsoft/sqlserver/jdbc/SSType.class
SHA-256-Digest: X3k/BoBuDSg8NItbHbsn3HduBBLGhjwUJCWxWUYkba+a8=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1CursorInitializer.class
SHA-256-Digest: kQPmi1RwmMxG2HYKlyKm8CPy8E/M6/2TZwzhY+W2qsM=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$DecimalNumericStrategy.class
SHA-256-Digest: eXz7C6sNdYVMg+dPrx7/w7SmjlNu8qRKKaSimgx8MyY=

Name: com/microsoft/sqlserver/jdbc/CekTableEntry.class
SHA-256-Digest: uI74F8R8oURIZKXzgLZmQ/kc8C8O6rZGPfcIMxjWKg=

Name: com/microsoft/sqlserver/jdbc/JDBCType$1.class
SHA-256-Digest: 4lUxG8ufxixkrRrlwp6V9TQ9C+7hNvWoAkZfq0hvWtI=

Name: com/microsoft/sqlserver/jdbc/TDS.class
SHA-256-Digest: QSsNox+1rNmR5cVPOooPV+d7J7DdCfoxD6PpBYITofuk=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$CityHash128Key.class
SHA-256-Digest: rJbcRafIK6p3h5aqiw2kLhLbXs9jPUK/QVEgtfphPg=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$SqlFedAuthInfo.class
SHA-256-Digest: j79hyw6l0hzXPeh5vA77sUR10d3PMLU6z2f0pYV0NzI=
Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtExecOutParam Handler.class
SHA-256-Digest: WJsq0AKSj74rx3LjwpVUV/EXrNSLXWr46uFZbiikl/1E=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_es.class
SHA-256-Digest: yPQG6vVCSF+yYQuIR/no15R812pcmhWitf5coVmaRxs=

Name: com/microsoft/sqlserver/jdbc/SQLServerMetaData.class
SHA-256-Digest: 1ctBf3SS/T4HjiuAnNPv7Q6TW11HDphE1D1uMg7+38w=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataSourceObjectFactory.class
SHA-256-Digest: oHy4dy28ZXucWHbx1a/Uz1WvZpjAz0DUEsDWRdHuKFg=

Name: com/microsoft/sqlserver/jdbc/TimeoutTimer$1.class
SHA-256-Digest: znDjQl2O+gw3GuluhBA3n/pAI40uInGUN8zRGkm8yA=

Name: mssql.googlecode/concurrentlinkedhashmap/LinkedDeque$2.class
SHA-256-Digest: Eqs1tmIrumQltG/EogVh6s4wQeT4dPS0VsUDg7CYA9=

Name: mssql.googlecode/concurrentlinkedhashmap/Weighers$SingletonWeigh er.class
SHA-256-Digest: f4WjxoAKcPl2tYSZ0kzHfIk12vyCgZMIpp43bIgK8VT4=

Name: mssql.googlecode/concurrentlinkedhashmap/LinkedDeque.class
SHA-256-Digest: syn0fFpRmWnAAAq1g71Z8oFdNvX/vuUb8DFT+Jg/og=

Name: com/microsoft/sqlserver/jdbc/FailoverMapSingleton.class
SHA-256-Digest: V3Vh/x5q35fUeV+JserikFHJx4GM32Br/d6ifXSpeU=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCommon$ColumnMetadata. class
SHA-256-Digest: 5tTqM4BnlkcxY1CCumJbUqJEbal+ECxU4Os7z9lf2szE=

Name: com/microsoft/sqlserver/jdbc/ServerDTVImpl$1.class
SHA-256-Digest: 4reP16e/xxFq2rtjLrrNMGEDWqVuU96bTyh1w6rer0=

Name: com/microsoft/sqlserver/jdbc/ISQLServerResultSet.class
SHA-256-Digest: OrRf/aH7a5mDDLMiT/ozUcEejK3/Ulows8Pj27qTP50=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataSource$SerializationProxy.class
SHA-256-Digest: VL1QwM9xONQb9UbXcuZk554/Jz87xLZR8KzNM1dGZ9a=

Name: com/microsoft/sqlserver/jdbc/SQLServerXAClassification.class
SHA-256-Digest: FF32sRcb/8w9b0+S1vNtjhYxm11Qzz8THHn9kcnj24=

Name: com/microsoft/sqlserver/jdbc/Column$1.class
SHA-256-Digest: 4zEFHxe9GbIU+cZr7HmEbCtATZiI2hOlubNbkGo2zw7U=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_ru.class
SHA-256-Digest: dAL5Kxltfz+pjo8Iun08qorrU/0qQq+pTd84Em/x6E=

Name: com/microsoft/sqlserver/jdbc/StreamTabName.class
SHA-256-Digest: KSgstMMZmalA9iXAY7NwgTf+EJ98nmjIK4JpoYO0S3E=

Name: com/microsoft/sqlserver/jdbc/SSLProtocol.class
SHA-256-Digest: 5bX9EjhlHFe2kZn7LEDf4q4+QcQ2sAQCTXwyEjUie8c8=

Name: com/microsoft/sqlserver/jdbc/StreamLoginAck.class
SHA-256-Digest: wVvyYdZoQHRYBpvMVTXQQdEo4XmqY92dIbKCKEBvzsI=

Name: com/microsoft/sqlserver/jdbc/Segment.class
SHA-256-Digest: Q1Dz/oUBE3c8d3LixCsSmL33JfpLHTsP1q9Q+6utzdY=

Name: com/microsoft/sqlserver/jdbc/StreamDone.class
SHA-256-Digest: KmkND7WkSKYUHADz3TW9/WAmBgd2lhAWQ1P4q/i0hGI=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$12.class
SHA-256-Digest: 4sh4IFlBEkGEF4lX6lQjUv2Pzfejzntp4mRowEt9HQ=

Name: com/microsoft/sqlserver/jdbc/XMLTDSHeader.class
SHA-256-Digest: 6AQDjvhTgxbe6i77A7uvBHOObt0538PSZGldszSc7Qw=

Name: com/microsoft/sqlserver/jdbc/IntColumnIdentityFilter.class
SHA-256-Digest: vJEcCPXHHt7tJLeR/yUXzCfadCmzO7R0ZKskapB44eg=

Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData$MetaInfo.class
SHA-256-Digest: XIUtD/fI2Ac3NnxqXEA6hIHuOVLo9fRIS1c5JUdNH4=

Name: com/microsoft/sqlserver/jdbc/TypeInfo.class
SHA-256-Digest: eckkFH6V6vDV6w/MvYO1zdBNEd5m00mrUICG6s64y9Y=

Name: com/microsoft/sqlserver/jdbc/KeyStoreProviderCommon.class
SHA-256-Digest: qgNMFmHzHB+bf+5GJPUIzOOpT9m7DidiUih09dA0ty4=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus$2.class
SHA-256-Digest: joBS5AHptb72KomMS9bYbIGe0kW1ESd2kK/IiABDNLY=

Name: com/microsoft/sqlserver/jdbc/XidImpl.class
SHA-256-Digest: KXFeQe/8Rp7vKSNSIzsq2t1qikAKQJ3jV02tiquevo=

Name: com/microsoft/sqlserver/jdbc/DescribeParameterEncryptionResult$Se t2.class
SHA-256-Digest: Dfa+knmaEO2C/c3O4R7/T4HHZuWzvZ0zw6rCK+6T1Tc=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$6.class
SHA-256-Digest: dHbn6fFqA82pyPaO2M1RsDQ7Aq8XB1NyU4T1Y6qI5o0=

Name: com/microsoft/sqlserver/jdbc/dataclassification/ColumnSensitivity.class
SHA-256-Digest: BRpC+k0AFWKAOT9cXc9A51DKeLpF2OO9/iIeEcoyTpE=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$ProxyInputStream.class
SHA-256-Digest: c9zPZu28KB2dQJcY32To07Q0V6rP0TrHhRVSMBMDigI=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$BoundedEntryWeigher.class
SHA-256-Digest: dh1gcYOGTVLSEwTd2Tjysi3vcSD6sAQKf7Xc7tXaNts=

Name: com/microsoft/sqlserver/jdbc/SQLServerBlobAsciiOutputStream.class
SHA-256-Digest: 6Fufv5qMRCX57ySH86xGqzKSh/w/RmAxOV/vQ6jva5w=

Name: com/microsoft/sqlserver/jdbc/JavaType.class
SHA-256-Digest: SwV79ecSoq2wNgSuuFiJaV2+FEBqGjcyjNwhPgXMJ0c=

Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$1PrepareHandleClose.class
SHA-256-Digest: Ucblf3lSGZhgROaRdo8zqA3ZOT8sz0s+LNVWWU2XkpGw=

Name: com/microsoft/sqlserver/jdbc/ParameterUtils.class
SHA-256-Digest: 1Wya2lItzmLcik/HECxoV/YBAq5rGZQnuLRA5OF8G=

Name: com/microsoft/sqlserver/jdbc/SQLServerBlobOutputStream.class
SHA-256-Digest: pmP56UsTgEtOEgECWl2QnS5VDTCHG3gf5iJ24smAVE=

Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$PrepStmtBatchExecCmd.class
SHA-256-Digest: euwj8M173O6Gtt33w7UWEhns+jC92FADQ9Y/7E6MWqE=

Name: com/microsoft/sqlserver/jdbc/SQLServerSpatialDatatype$1.class
SHA-256-Digest: OhrU82sRkomtPC0eBkbupPzwatzjPvdB+B16yN/tk=

Name: com/microsoft/sqlserver/jdbc/SQLServerEntityResolver.class
SHA-256-Digest: rGZUWyruIgHpO/Mli2KteCl7OpRhiWPbVltO9cv174qw=

Name: com/microsoft/sqlserver/jdbc/SocketFinder$Result.class
SHA-256-Digest: eYL3p3RmIASMN1gAaP5GKINSm0TSN95iOPo59f1tKQI=

Name: com/microsoft/sqlserver/jdbc/SQLServerCallableStatement$1OutPara.mHandler.class
SHA-256-Digest: n0jMfh8v5eyA4vm4E6RIZUIFn08JVpe9+blTI9V2fR0=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$LogonCommand.class
SHA-256-Digest: wSi8AAxcQtUlJoWGW/RGag+1wvXdSsPEzGgp6YyY1sw=

Name: com/microsoft/sqlserver/jdbc/TDSReader$1.class
SHA-256-Digest: NJNTZ0HflP9WwVumAqX2feUjAinb6l/1vEVd+zsImM=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus$1.class
SHA-256-Digest: bN0sDUieNw0jw7zmR7r7u9mgzwssmnLA+A+SktWCDtGTLs=

Name: mssql/googlecode/concurrentlinkedhashmap/EvictionListener.class
SHA-256-Digest: fWBfjpz0DDFo1pUwngegijX1aqGcOdqBQExztUz+8o=

Name: com/microsoft/sqlserver/jdbc/SQLJdbcVersion.class
SHA-256-Digest: 6f6SerkSDqFeERbnFTuFY6yZodgoGwHVNmLO6jJ7xRw=

Name: com/microsoft/sqlserver/jdbc/Geometry.class
SHA-256-Digest: Oh90Inc9dVX3nkgaagLh0J88tC0PuvnBTqd1PQaghgo=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$1.class
SHA-256-Digest: tlUt6YenuNFXE+5h1Hfhe9UdT75OQK45yog8qoWUujY=

Name: com/microsoft/sqlserver/jdbc/JDBCType$NormalizationAE.class
SHA-256-Digest: m/sOqPCT6vRIoakWgb98VzwwoWcy7cDYEN+hkU/Hylw=

Name: com/microsoft/sqlserver/jdbc/SQLServerSavepoint.class
SHA-256-Digest: yFmHe5HCIfWjEh4AlpvLPJrJILXqqB3TRN1MbzdOh4g=

Name: com/microsoft/sqlserver/jdbc/TDSTokenHandler.class
SHA-256-Digest: ceBWMD/nDK8wCb3zWWdShc0L0E7H1r7wyIM9lupzD8=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$1.class
SHA-256-Digest: 7xDJb9FFyamacSS5isu872F6dl34pBiAvZ5/\xXngPEo=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Node.class
SHA-256-Digest: LA2AJJeTnI2OUiTzXepcO8o5zt/ETYw9YZ07X6tDzDs=

Name: com/microsoft/sqlserver/jdbc/EncryptionKeyInfo.class
SHA-256-Digest: PutVEqTmWpHyGww3GvHngnx/bEqvIDvsm6fniiuEE=
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SHA-256-Digest: sWEsMOxt8NrdiJLVBe+vHlxVB2poeon+3SmKhYT+y+oQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1CloseServerCursorCommand.class
SHA-256-Digest: kvCMd58UMdekxtWtvI8JgGc2e+JKvBdE48Op00rBuSk=

Name: com/microsoft/sqlserver/jdbc/SqlAuthentication.class
SHA-256-Digest: jCsghCoBJHcLJK1TlbqTSeq0+G2Sy+472xlsldmG4G=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$8.class
SHA-256-Digest: GVMy5m99xroG6vhZ8XsEr6/ML0X9YQzmVqU86n47ndE=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$CursorFetchCommand.class
SHA-256-Digest: lLMRucshjh/Yv2bA65Lj6kCoJe0C2FTq+cGz0J/iP=

Name: com/microsoft/sqlserver/jdbc/TVPSMSPITclass.class
SHA-256-Digest: TeqLPdtxEsUqIG0OQY73rh4XISF38VjEyDzc9genA=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Values.class
SHA-256-Digest: m8Si3egLaz49hOqF1WDI5EQiatxshNhA4lqQ/384EWg=

Name: com/microsoft/sqlserver/jdbc/DTVExecuteOp.class
SHA-256-Digest: XLGWOn4mKJuxBVTRYO4EHaEfKCIJMKcZrXKpDMkWEbU=

Name: mssql/googlecode/concurrentlinkedhashmap/Weigher.class
SHA-256-Digest: Qg2sOPNV2AovHEg49MWXaAr2R4emBWB69M1B8UjV2MY=

Name: com/microsoft/sqlserver/jdbc/JavaType$SetterConversionAE.class
SHA-256-Digest: J++IEF39cJc6stT4QYVpG8TsORXLT6QdMLtVUlI=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataColumn.class
SHA-256-Digest: uMhewrFq1OyqhyqY73cWRsYZZRE06U+7uvZJyB37kc6c=

Name: com/microsoft/sqlserver/jdbc/StreamRetValue.class
SHA-256-Digest: QRb+TMz6rSBYdKIsWye3Gq5sksk1ehq07OsIElNVF70U=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSets$ServerCursorInitializer.class
SHA-256-Digest: IUDidQL/+W2DfY+rqhfq/WUF4njvg/s90r6uUOTJy8M=

Name: com/microsoft/sqlserver/jdbc/sqlVariantProbBytes.class
SHA-256-Digest: bi7JAhbshS0PxXGAzaF5LeYW9rJqiG90Y74z3HydOVoe0=

Name: com/microsoft/sqlserver/jdbc/JaasConfiguration.class
SHA-256-Digest: dFTYmVvXaQyizQMnxoy3NAk+qLKiLyXfJFYKy5PSOg=
Name: com/microsoft/sqlserver/jdbc/TDSReaderMark.class
SHA-256-Digest: bIZigAwmfaa1sMN/iaHc05cFncNvdTy1nZsbHmXzWUs=

Name: com/microsoft/sqlserver/jdbc/KeyStoreAuthentication.class
SHA-256-Digest: PpRSLPnpfcPbPbHPZhz1WQIwvvsxCGEehARgGvjtKY=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$RemovalTask.class
SHA-256-Digest: hrXZpEGXICPKwSrYyqGuZr1s35mYYsGtqGUZubjZ98=

Name: com/microsoft/sqlserver/jdbc/ISQLServerResultSetMetaData.class
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Name: com/microsoft/sqlserver/jdbc/BaseInputStream.class
SHA-256-Digest: /2BjnTpnrAQ0ME945uJcwOMBej1LTY8CwJQYsIIfCTs=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DiscardingQueue.class
SHA-256-Digest: 7A6Rzpl8A8mkGSFx7AvuQkFKRin9ZAHJuici5hoBRCOI=

Name: com/microsoft/sqlserver/jdbc/DTVSSendByRPCOp.class
SHA-256-Digest: NA2MvjzdG0HBqagDJRXI2jhf7WXR6z6YdXmw15Xtf2s=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_zh_TW.class
SHA-256-Digest: I0NHK91mXUV8ibP9zEEE+cqtzA7+KjNMH6SjZ6CCf74=

Name: com/microsoft/sqlserver/jdbc/DataTypes$1.class
SHA-256-Digest: nVOQczvP+5UltlQP6KyIbCY0uLQWGVao5M2+612ahp0=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$1InsertBulk.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$1PrepStmtExecOutParamHandler.class
SHA-256-Digest: GhkgEpt5lkHw3t7/1SRa+6OR32D5Fm3beP59xsroBsw=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet.class
SHA-256-Digest: TotLNEIP1kvJUkKc7FcAz0IfRZpKDRn9bEH7jxpONM=
Name: com/microsoft/sqlserver/jdbc/ApplicationIntent.class
SHA-256-Digest: p7H9mkuvY+PoXQ7pzNW69Df4hpCRhd9rDDJL2VYoWRY=

Name: com/microsoft/sqlserver/jdbc/SQLServerSpatialDatatype.class
SHA-256-Digest: +EbBDmrWFgPafPatuxJgw5OTbnH4uVU8Pf+GyXkkN9IM=

Name: com/microsoft/sqlserver/jdbc/FedAuthDllInfo.class
SHA-256-Digest: ZFs4nkc2JYrtYchm+e6Y28k2xxBaO54soW1yE85Ao8E=

Name: com/microsoft/sqlserver/jdbc/SqlVariant.class
SHA-256-Digest: UYJI3lMIwNAYSUr9PsqszqgrqewN3wxo/Oeeilos=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$9.class
SHA-256-Digest: 2Kjf4xZ9dX1wRDf0V6nhfyRHUN+UW2AYOOCBuD54PaM=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1DeleteRowRPC.class
SHA-256-Digest: g3dKFm0YQJincpjchA5Z1MOEFtOFOX0NKbnYjtfUtLgc=

Name: com/microsoft/sqlserver/jdbc/CacheClear.class
SHA-256-Digest: VwY9gqISe/DSiS7k8fRoqk/Cobtm8z2z9q0GotnOI8=

Name: META-INF/maven/com.microsoft.sqlserver/mssql-jdbc/pom.properties
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Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$1NextResult.class
SHA-256-Digest: 5ewAvo9pqL7mcmvE10Li/Cft6V9OGfwXVqaWOd3Rb xo=

Name: com/microsoft/sqlserver/jdbc/dns/DNSRecordSRV.class
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Name: com/microsoft/sqlserver/jdbc/TDSChannel$$SSLHandshakeInputStream.class
SHA-256-Digest: BLUt0F2of49CztR1B3XemV9M8xyWwGZWW0UgYFs uHU=

Name: com/microsoft/sqlserver/jdbc/Parameter.class
SHA-256-Digest: c6V1pGdWyP67As2nj+IYOsDLY9H5JEfoiqbOaUGWVn4=

Name: com/microsoft/sqlserver/jdbc/SQLServerXAResource.class
SHA-256-Digest: PxL/bXj3ZcRj9ZfixgpWICvmLI771PPbDRP1hq310=
SHA-256-Digest: 8R4SugcxTQ5QRm05YJl218HSUX16HfCvdj68pKMJenE=
Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopyOptions.class
SHA-256-Digest: wj+5qO7qwlF7MBOPaoccjLepWR9NnWMKQMhNmmROS6PQ=
Name: com/microsoft/sqlserver/jdbc/SocketConnector.class
SHA-256-Digest: uY7yJFjd/kYzMGTVVSDXdfJwyhpRwALDuEWQavie5xo=
Name: com/microsoft/sqlserver/jdbc/Figure.class
SHA-256-Digest: S7RX97l9EMOSply/9Sc6oXGreufHGPzkky7y4Lk8ag=
Name: com/microsoft/sqlserver/jdbc/JDBCType$SetterConversion.class
SHA-256-Digest: +o5xfuZx4svO47JkuyamrrjBEwFbcJrMUBDZ/Ro+Y=
Name: com/microsoft/sqlserver/jdbc/TVPType.class
SHA-256-Digest: E6AP4XVIMlAPCI55JRZLCd8NEUD7z+W44KbYSfyUKPo=
Name: mssql/googlecode/concurrentlinkedhashmap/LinkedDeque$1.class
SHA-256-Digest: Y2oDI7R/Uiwg4yiopgciPBluGlHjjOYWMPm2S7c1if2Y=
Name: com/microsoft/sqlserver/jdbc/SQLServerDataTable.class
SHA-256-Digest: 1v8jeWlh0/kUQQSsMbD2NNZfYflL8AwP2FG9FJbT+M=
Name: com/microsoft/sqlserver/jdbc/SQLServerDatabaseMetaData$CallableHandle.class
SHA-256-Digest: R64LnClpK7XYSE4eq8Q81u00Xbiy8yJannfajXCSw=
Name: com/microsoft/sqlserver/jdbc/ISQLServerCallableStatement.class
SHA-256-Digest: 8To+ZGUT+SUV33mjGOaNpmI6p5PXXlPzw1rQaZmApMy=
Name: com/microsoft/sqlserver/jdbc/SQLServerDriverPropertyInfo.class
SHA-256-Digest: GfK0f+lvLPpZIWQ7ByF90ZdKtOuIMD+GYfOtiBQZqt0=
Name: com/microsoft/sqlserver/jdbc/StreamSetterArgs.class
SHA-256-Digest: wNkM2fI2ZRIxa9Mxy93nhtOtfLDzsFyzj3r9ufEhMSJk=
Name: com/microsoft/sqlserver/jdbc/Geography.class
SHA-256-Digest: abuXs5UpNeLwaEB+jgmJ8H1X87Sjc1co+D2ShdgHYs=
Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet.class
SHA-256-Digest: HyOOUrx+135PZKgy1E3oj/T7vyCLcxyBBgmy4Rnro8=
Name: com/microsoft/sqlserver/jdbc/DTVS1.class
SHA-256-Digest: jL19OSwreetn1vjPRdRux1w8LOkGsjj8ISP0uGcvx8M8=
Name: com/microsoft/sqlserver/jdbc/SQLServerResource_zh_CN.class
SHA-256-Digest: aBwqYcOVuNw8aCiiQvO3+3jbe5SWR0KCZ2VJISnpoYs=
Name: com/microsoft/sqlserver/jdbc/SQLServerDriverObjectProperty.class
SHA-256-Digest: AtRJAMzCtHQFBiAoe5DnnxgB4+XJzK1vw9uR9ufw=

Name: com/microsoft/sqlserver/jdbc/dns/DNSKerberosLocator.class
SHA-256-Digest: 6B4rsUtMTKaE6yU6tBWHQhEd1TFYZVZqBQ3SnByiiWOU=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnectionPoolProxy$1.class
SHA-256-Digest: enz1lfCmtamh8l8w2H6CT2AbFvOVu6/dCPXJH92UY=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1InsertRowRPC.class
SHA-256-Digest: P+e328mvua45vuE2XtoGFvoWZogNKuXlhG82lUJAVQ=

Name: com/microsoft/sqlserver/jdbc/StreamSSPI.class
SHA-256-Digest: DY+fj2q5LvpeaSKIQCC/yTZLbLE7cu9ZDdBJ7z4RPQ=

Name: com/microsoft/sqlserver/jdbc/KeyVaultCredential.class
SHA-256-Digest: d/PlokPmdtZJ6H6y9Sz8qO9PxtukvZFyjWp+jTBk=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$EntrySet.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerResource$sv.class
SHA-256-Digest: 9+Sv3Mj8pxED1B9RxPMvdOZ9w3x3xMxkxpXm7z4Zzw=

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Name: com/microsoft/sqlserver/jdbc/SQLServerConnectionSecurityManager.class
SHA-256-Digest: NCo0txLkrhHlzWwFpzZbecrsziAFrUyjUO8i96I2v1=

Name: com/microsoft/sqlserver/jdbc/CryptoMetadata.class
SHA-256-Digest: lk5aZ6tjAeb0wN3VmKrhrb0twnCrMX2wN11ACjNv8=

Name: com/microsoft/sqlserver/jdbc/ISQLServerConnection43.class
SHA-256-Digest: q4BM5f5J38THJvb6byWkwYYIIVu/j6IFw+31hz2JMSI=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder.class
SHA-256-Digest: d8J0/Dr8P0fbgBZKG3Civ/R4OKdTPCNLkQfYuNOGJeG=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkBatchInsertRecord.class
SHA-256-Digest: L7ZT4cAIHFwasK7XU8xRU6uFzgYlmWj3MzauPWXMA=
Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement.class
SHA-256-Digest: I9S6T5RsSsnyVXuWQzshNGcO2nI4WySV8WRgyFU4EA=

Name: com/microsoft/sqlserver/jdbc/PLPXMLInputStream.class
SHA-256-Digest: Ef8b7+KYz2dWSQQS5NFpBEldknMYUn4QsNADRJK2U1A0=

Name: com/microsoft/sqlserver/jdbc/KerbAuthentication$RealmValidator.class
SHA-256-Digest: 4xrWzz1pSK10fUCGa7/7HaesSazY0zDTf41Wg1FOWe8=

Name: com/microsoft/sqlserver/jdbc/TDSWriter$TdsOrderUnique.class
SHA-256-Digest: d9Is2yvnKIE8tFsS7qKFSs/jKmfo+G2mt7JaxNAK4k=

Name: com/microsoft/sqlserver/jdbc/SQLServerColumnEncryptionAzureKeyValidationProvider.class
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Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$SetWeigher.class
SHA-256-Digest: D6XlXaRhhRuE63rjJDIdNdoemNtKsBLeQH7y/uU5Vxo=

Name: com/microsoft/sqlserver/jdbc/JavaType$2.class
SHA-256-Digest: xVu5aUNIDmV9Qu0NZ0OPaKzIXtcebNPmScMac2TwA0=

Name: com/microsoft/sqlserver/jdbc/SQLServerSymmetricKeyCache.class
SHA-256-Digest: 1M3sgjjg67r1HpGNDQ1Tbk3686922kFMSF52ei2Mxg=

Name: com/microsoft/sqlserver/jdbc/ColumnFilter.class
SHA-256-Digest: hVHNp1qxxkze/8sIvcwIZGqygAhfZiD5atu0A5qDZraM=

Name: com/microsoft/sqlserver/jdbc/SecurityUtility.class
SHA-256-Digest: 73Em03hLMLy4RA3QW3K6oMtnKw1Gi3RU6WFD2nq6xdQs=

Name: com/microsoft/sqlserver/jdbc/ReaderInputStream.class
SHA-256-Digest: i34rvn+ORd6ItwN/JKUg55h7SItOzQe5wjmhZa+4Os=

Name: com/microsoft/sqlserver/jdbc/SQLCollation$SortOrder.class
SHA-256-Digest: xGdjCZhO3Ee85CgggkOf5TeV5VUUhjW55yvcWNcqedQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnectionPoolDataSource$SerializationProxy.class
SHA-256-Digest: jwyUv5Z0hfAEBu5EpBhWSQMLypZW6TAZ6ddfwo1RuDg=

Name: com/microsoft/sqlserver/jdbc/UTC.class
SHA-256-Digest: EiEPsESc/VPK40aZgs2MnDywzJSaB7udKtQPt8wjm/I=

Name: com/microsoft/sqlserver/jdbc/ZeroFixupFilter.class
SHA-256-Digest: xrwO+s6Zf/Nq9HPD4xB2wmiZWdCVXQmGQRwTn7LjHAuc=
Name: com/microsoft/sqlserver/jdbc/Parameter$GetTypeDefinitionOp.class
SHA-256-Digest: HXIR3sNqaZsDiJAeRAkASk8xUNrl6vwES9Y5oPvfxSg=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_de.class
SHA-256-Digest: UjMrpM1jPS/0MmWG4mbSduo3mbxLxZDC/spPKpTdgk=

Name: com/microsoft/sqlserver/jdbc/JDBCSyntaxTranslator.class
SHA-256-Digest: T4HTkfoT7dGzbOIHcyMmqADvK5a02Ab499pk0N5W6bM=

Name: com/microsoft/sqlserver/jdbc/SQLCollation$WindowsLocale.class
SHA-256-Digest: i+WHAvTh20Hqvs0t5s52r41aQj1PjsZiODuxECbY1s=

Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData$QueryMetaData.class
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Name: mssql/googlecode/cityhash/CityHash.class
SHA-256-Digest: O27VW8UKtvxJd94+jnUEhutjPsqdfzh845GIbB8/T8=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$2.class
SHA-256-Digest: 0zdbjzqqn9V84UcEcFlaad0V7ymYgnqFi2bgH73vXCw=

Name: com/microsoft/sqlserver/jdbc/AsciiFilteredUnicodeInputStream.class
SHA-256-Digest: vngxTOmWszKw0AeCzYeW6ylquNKeOHy570czAo8M9Jo=

Name: com/microsoft/sqlserver/jdbc/SQLServerSymmetricKey.class
SHA-256-Digest: x1wk1nTj4oJa2IUNhFMuhoJ70F1Dygye+G00zwU8YU=

Name: com/microsoft/sqlserver/jdbc/SQLServerCallableStatement$1ExecDoneHandler.class
SHA-256-Digest: 1qczFBBNCouapwbsVII7/K7qVLJbQH/pTajDDe+9cXw=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement.class
SHA-256-Digest: PMVJGH/Zl9LbT5SdZBli5NbfYebG4cB6GmcKgR8/f8o=

Name: com/microsoft/sqlserver/jdbc/SQLServerSortOrder.class
SHA-256-Digest: cknEN1UY3PrTkrdHj7g9UqHNgv0bNL8aGxBOJFaAfI=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$ValueIterator.class
SHA-256-Digest: HdySJKJZpavTVbAXWBYGwGu3DPT9yKb4Z5Zg9vINZ5w=

Name: com/microsoft/sqlserver/jdbc/ThreePartName.class
SHA-256-Digest: j0t3BCakUHMC79ehWvIIa+rC7rIMZwKyi/8a6UtyRo=
eStoreProvider.class
SHA-256-Digest: itIz007Cp2I6PoQnULtnkt4Xwf1vYkd3gJwMd8T5MTY=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$SerializationProxy.class
SHA-256-Digest: u2hHfdobkj8SQzkh8PHBmJrgCnjwcZHhwbi5k7xP3D0=

Name: com/microsoft/sqlserver/jdbc/TVP.class
SHA-256-Digest: vG0gKCmgbGqR5MxyDyi+aEFqiueFqPEi7Al02gPOCK=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$EntryWeigherView.class
SHA-256-Digest: OIS6cNC10/UIFoXXaRqpSPBJASQ2gMAbPk8A7GeJ+o8=

Name: com/microsoft/sqlserver/jdbc/DataTypeFilter.class
SHA-256-Digest: XUGch9RVJe1BDBgnXEHAZ6+JlqwFUBzwoHOIL5ehg=

Name: com/microsoft/sqlserver/jdbc/DDCS1.class
SHA-256-Digest: gRBu5IYZUdelIZOqVPKJGRCMQp8DH/WlXovTRdxupnEA=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$CollectionWeigher.class
SHA-256-Digest: pBdqK75XK9zTu8MDLeWs5QZW11+6b2IZBoZnKuPi7oU=

Name: META-INF/maven/com.microsoft.sqlserver/mssql-jdbc/pom.xml
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Name: com/microsoft/sqlserver/jdbc/PLPInputstream.class
SHA-256-Digest: LftX8LkAq087D3Tix3qVrHfmqKrlkJhFJlsE421Pv0=

Name: microsoft/sql/DateTimeOffset$1.class
SHA-256-Digest: vXyrjCXT9eCQA23INPMgksJSQJoNFJ/Sce9viajz4=

Name: com/microsoft/sqlserver/jdbc/ScrollWindow.class
SHA-256-Digest: HvytbyMd033P91MvjmpqXnCngymbHt/w+jG8SOQm8g=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$PreparedStatement.class
SHA-256-Digest: Y4PoFkpB92L8aQiIF805aGXJz6fjorFf1OZXzTpDa4cE=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$ProxySocket.class
SHA-256-Digest: IPO87Cv3gw3tmDIeiyGtMaunJQLAFFU0B1PhyDymA=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_ja.class
SHA-256-Digest: Fn7c/JB6tHD14smUvnP52dbprgrfgfU9ZLOk7Z7z4=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$WeightedValue.class
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SHA-256-Digest: 7B7WxuXzNBgVyofGJYYufoeqXxPdGgN+xTTLZ7fHM=
Name: com/microsoft/sqlserver/jdbc/StringUtils.class
SHA-256-Digest: NsR7vE90yksg7Y7HrkAT/wi+5pIIf/Ar8ZW2aLoOE=
Name: com/microsoft/sqlserver/jdbc/ISQLServerPreparedStatement.class
SHA-256-Digest: l66BzYsIbqQjUb6x2I5xuMNPTUHduqyAQzC7IheAH1=
Name: com/microsoft/sqlserver/jdbc/SQLServerXDataSource.class
SHA-256-Digest: Z2Fi8WpzRukkQayMOeyKR4LkDXTzLY1NFT0tOVxYaQ=
Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$1.class
SHA-256-Digest: Mcwn05IDfl9yw+o90aZKGidinQTHUBFij/qX3PvnEV0=
Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$1LogonProcessor.class
SHA-256-Digest: pp3ypMspJGq9Njx3ln4SScs30wZkn61n6GtmxTnmr8=
Name: com/microsoft/sqlserver/jdbc/IntColumnFilter.class
SHA-256-Digest: vux4aW9aOF/ORngbVsnsE7AM48a3yAdN6058saUNryg=
Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy.class
SHA-256-Digest: xe2vMFAXbm54c85bEo40P0umTwiU989ImxSfSv5gDA=
Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Builder.class
SHA-256-Digest: X2mC/ueJNxBj6f8hveSztcof5QNf88jKfpxTZqTu+i1=
Name: com/microsoft/sqlserver/jdbc/JDBCType$UpdaterConversion.class
SHA-256-Digest: fLWN7AE45RHHeE1pPu60IFO/ywIO+s5QjTjrE+VOUA=
Name: microsoft/sql/Types.class
SHA-256-Digest: 6Y35aLzHwarB+Y0XEXB/aV7YHBJcPNx9pR4UgRmzG8=
Name: com/microsoft/sqlserver/jdbc/ByteArrayOutputStreamToInputStream.class
SHA-256-Digest: 6phKiOuoaD6+7demhjdpWqUNJn34fpR+ML7+xhHNno=
Name: com/microsoft/sqlserver/jdbc/StreamType.class
SHA-256-Digest: k6+6Kgd7GgsDQB4kWxx+S9PCM4+2O20sAsji4W0oKM=
Name: com/microsoft/sqlserver/jdbc/TVPS1.class
SHA-256-Digest: Csw5p4l3grjM/1qEN+MJmdwgsBwscj9tC9H8mw1Ug=
Name: com/microsoft/sqlserver/jdbc/TDSChannel$PermissiveX509TrustManager.class
SHA-256-Digest: TUEJ6Py6CpIizSQSk4DjzdAb80gQZiSWn5qGKiFqNfo=
$EntryIterator.class
SHA-256-Digest: OelHPcektPDu8aphpw9fQyW9aRHv7/ECWvCPZqCYT0A=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtExecCmd.class
SHA-256-Digest: hLiroo/Cf23R9DJ2EiRut6Dvbu87zNSwF0+CBIOG4=

Name: com/microsoft/sqlserver/jdbc/SQLServerAeadAes256CbcHmac256Factory.class
SHA-256-Digest: eO12Z68Oy68bGlhrKc2z0q1NcDKsJwt6wCCMYyZQTc74=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$ActiveDirectoryAuthentication.class
SHA-256-Digest: uZ3LdLmX2KYwdXrWBumR3+MeMxb33Cv2OCTTujTbIAc=

Found in path(s):
* /opt/cola/permits/1229306456_1640809786.49/0/mssql-jdbc-7.0.0-jre8-jar/META-INF/MANIFEST.MF

1.409 connect-runtime 2.4.0

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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8.jar/joptsimple/AlternativeLongOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8.jar/joptsimple/OptionParserState.java
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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-
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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/util/EnumConverter.java
1.413 xpp 1.1.3.8

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1.414 postgresql-jdbc 42.2.8

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#
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#
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1.429 client 2.1

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- /opt/cola/permits/1248988675_1640638984.14/0/opentracing-kafka-client-0-1-9-sources-jar/io/opentracing/contrib/kafka/ClientSpanNameProvider.java

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* /opt/ws_local/PERMITS_SQL/1080728242_1597680084.26/0/kafka-oauth-common-0-5-0-sources-jar/io/strimzi/kafka/oauth/validator/TokenSignatureException.java
* /opt/ws_local/PERMITS_SQL/1080728242_1597680084.26/0/kafka-oauth-common-0-5-0-sources-jar/io/strimzi/kafka/oauth/common/JSONUtil.java
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* /opt/ws_local/PERMITS_SQL/1080728242_1597680084.26/0/kafka-oauth-common-0-5-0-sources-jar/io/strimzi/kafka/oauth/common/TokenIntrospection.java
* /opt/ws_local/PERMITS_SQL/1080728242_1597680084.26/0/kafka-oauth-common-0-5-0-sources-jar/io/strimzi/kafka/oauth/common/TimeUtil.java
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1.433 jersey 2.28

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.
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Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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

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

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

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

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

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

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library,
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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

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

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

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

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.
5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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

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

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

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

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

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever
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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined
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1.446 systemd-shim 239-18.el8_1.1

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1.448 **libjpeg-turbo 1.2.90 8.el7**

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README for release 6b of 27-Mar-1998

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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 "cjpe" and "djpe", 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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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 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
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
text 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
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

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

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

As always, speeding things up is of great interest.

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

1.449 readline 8.0

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#### xwd utility

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</tr>
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<td>Ext headers</td>
<td>GL/glext.h</td>
<td>Khronos</td>
</tr>
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</tr>
<tr>
<td>KHR/khrplatform.h</td>
<td>Khronos</td>
<td></td>
</tr>
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Mesa 3-D graphics library

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

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  jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/ChannelPool.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/ChannelPoolHandler.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/MaxMessagesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/pool/ChannelHealthChecker.java
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  jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1-
  jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1-
  jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1-
  jar/io/netty/channel/group/VoidChannelGroupFuture.java
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  jar/io/netty/channel/SelectStrategy.java
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  jar/io/netty/channel/ChannelOutboundInvoker.java
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  jar/io/netty/channel/SelectStrategyFactory.java
* /opt.ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1-
  jar/io/netty/channel/socket/DuplexChannel.java
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  jar/io/netty/channel/ChannelInboundInvoker.java
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* /opt.ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1-
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  jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
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  jar/io/netty/bootstrap/FailedChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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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].
 *
 * @link ChannelHandler itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * @ul
 * @li [@link ChannelInboundHandler] to handle inbound I/O events, and</li>
 * @li [@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * @ul
 * @p
 * 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>
 */
The context object

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.

State management

A `@link ChannelHandler` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends `@link SimpleChannelInboundHandler<Message>` {

    private boolean loggedIn;

    @Override
    public void channelRead0(@link ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else (message instanceof GetDataMessage) {
            if (loggedIn) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }

    @code @Override
    public void channelRead0(@link ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else (message instanceof GetDataMessage) {
            if (loggedIn) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }

    // ...
* // Create a new handler instance per channel.
* // See @link ChannelInitializer#initChannel(Channel).
* public class DataServerInitializer extends @link ChannelInitializer{Channel}{ Channel} { 
*     @code @Override
*     public void initChannel({ Channel} channel) { 
*         channel.pipeline().addLast("handler", new DataServerHandler()); 
*     } 
* } 
* }

* <pre>
  
  
  <h4>Using @link AttributeKey)s</h4>

* Although it's recommended to use member variables to store the state of a 
* handler, for some reason you might not want to create many handler instances. 
* In such a case, you can use @link AttributeKey)s which is provided by 
* @link ChannelHandlerContext: 
* <pre>
  
  public interface Message { 
      // your methods here 
  } 

  @code @Sharable
  public class DataServerHandler extends @link SimpleChannelInboundHandler}{Message} { 
    private final @link AttributeKey}{ Boolean} auth = 
    { AttributeKey.valueOf("auth").valueOf("auth"); 

    @code @Override 
    public void channelRead({ ChannelHandlerContext} ctx, Message message) { 
      attr = ctx.attr(auth); 
      if (message instanceof LoginMessage) { 
        authenticate((LoginMessage) o); 
        attr.set(true); 
      } else (message instanceof GetDataMessage) { 
        if (Boolean.TRUE.equals(attr.get())) { 
          ctx.writeAndFlush(fetchSecret((GetDataMessage) o)); 
        } else { 
          fail(); 
        } 
      } 
    } 

    * 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 ChannelInitializer<Channel> {
    private static final DataServerHandler SHARED = new DataServerHandler();

    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
}

The `@Sharable` annotation

In the example above which used an `AttributeKey`, you might have noticed the `@Sharable` annotation. If a `ChannelHandler` is annotated with the `@Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `ChannelPipeline`'s multiple times without a race condition. If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables. This annotation is provided for documentation purpose, just like the JCIP annotations.

Additional resources worth reading

Please refer to the `ChannelHandler`, and `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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```
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```

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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/group/ChannelMatchers.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ConnectTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/AbstractEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/group/ChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelProgressiveFuture.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/group/ChannelGroupException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/group/DefaultChannelGroup.java
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/bootstrap/ChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/group/ChannelMatcher.java
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/DefaultEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/SocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/nio/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ServerChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/OioSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelHandlerContext.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelOutboundHandler.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/local/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/nio/AbstractNioChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/OioDatagramChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelPipeline.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/MultithreadEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/nio/NioDatagramChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/DefaultFileRegion.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/ServerSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/AbstractChannelHandlerContext.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/embedded/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/local/LocalChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelFuture.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/DefaultSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelFlushPromiseNotifier.java

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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ChannelFuture.java
jar/io/netty/channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/embedded/EmbeddedChannelId.java
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/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopSpanBuilder.java
/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopSpan.java
/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopTracer.java
/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopScopeManager.java
/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopTracerFactory.java
/opt/ws_local/PERMITS_SQL/1018348646_1594221145.89/0/opentracing-noop-0-33-0-sources-jar/io/opentracing/noop/NoopSpanContext.java

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1.458 qrencode 3.4.1 3.el7
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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## Source Code
The project maintains the following source code repositories:

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

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**1.466 systemd 219-73.el7_8.9**

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<one line to give the program's name and a brief idea of what it does.>
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If the program is interactive, make it output a short notice like this
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    Gnomovision version 69, Copyright (C) year name of author
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    This is free software, and you are welcome to redistribute it
    under certain conditions; type `show c' for details.

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

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

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1.468 systemd 219 73.el7_8.5

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

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

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

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

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

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

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

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

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

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

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1.470 joda-time 2.10
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1.471 jetty-http 9.2.22.v20170606

1.472 netty-handler 4.1.42.Final

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/timeout/IdleStateEvent.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/timeout/ReadTimeoutException.java
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  jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
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  jar/io/netty/handler/address/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/ssl/SslMasterKeyHandler.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/traffic/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

1.473 p11-kit 0.23.5 3.el7
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mode: development
package: io.swagger

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

Tool: Bnd-4.2.0.201903051501
url: https://github.com/swagger-api/swagger-core/modules/swagger-core

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1.476 bouncy-castle 1.60

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1.477 jackson-databind 2.10.0

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Jackson is a high-performance, Free/Open Source JSON processing library.
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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.478 javassist 3.22.0-CR2

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*/

Found in path(s):
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/InnerClassesAttribute.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/analysis/Subroutine.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/runtime/Cflow.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/AnnotationImpl.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/util/proxy/FactoryHelper.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/convert/Transformer.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/SyntheticAttribute.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/tools/reflect/Reflection.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/ByteStream.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/compiler/SyntaxError.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/tools/reflect/CannotReflectException.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/compiler/ast/AssignExpr.java
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Found in path(s):
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/LongMemberValue.java

1.479 lz4 1.7.5 3.el7

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1.486 libcap-ng 0.7.5 4.el7

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### Special Recognition ###

One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire build system we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.
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The Red Hat developers, without whom CentOS would look very different

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